
SEGA
VISIONS
does PeNN know the BEST GAMES of the year?
will TELLeR talk about it?
can anyone survive Eternal Champions CD?
can your SEGA CD survive Penn & Teller's SmOKE and MIRRoRS?
February/March 1995 US $3.95 Canada $5.25
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# NOW YOU'RE ON FIRE!

NBA JAM

T.E.™
TOURNAMENT EDITION


SHOOT FROM THE HOT SPOT

SAME TEAM MATCH-UPS


SUPER SLAM DUNKS


OVER 100 NBA® SUPERSTARS

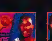


SUBSTITUTIONS AFTER EVERY QUARTER



KUKOC PIPPEN


BOGUES JOHNSON


MAJERLE


MANNING

PAYTON KEMP

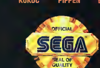


STARKS EWING



THORPE OLAJUWON

# JAMDAY '95 FEB. 23






OFFICIAL NBA LICENSED PRODUCT®

GENESIS™ GAME GEAR™

Acclaim® entertainment inc

MIDWAY®




SaY WhAT? OvErHEArD at SeGA Page 3



Earthworm Jim screams on Sega CD. Page 54

# REVIEW THIS!

Stay on top of your game with these sneak peeks and in-depth reviews of the hottest titles coming your way.



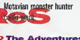
Would you buy a game from these guys? Page 18

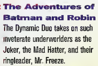


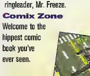
Yipes! Penn and Teller have escaped into the entire issue. How many of them can you find?

# GaME FEATURES











Metallic mayhem at breakneck 32X speeds. Page 32



Now that's overkill. Page 8

# DePARTMENTS



The year's best third-party titles. Page 12



# DESERT DEMOLITION

Starring Road Runner and Wile E. Coyote

ACME TNT

GENESIS

**Beep! Beep!** Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!

**Cut to the chase!** Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!





**Railroad 'em!** Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!



LOONEY TUNES SEGA™




# Knuckles UNLEASHED in his own 32X Game!

## The Red Dread Tears Up the Screen in Knuckles' Chaotix

It figures that the most popular new game character of 1994 would storm into 1995 with his own hit game. Knuckles is back, but he's not the only one. Knuckles' Chaotix introduces four new characters: Vector the Crocodile, Espio the Chameleon, Mighty the Armadillo, and Charmee Bee. The game also unleashes some new archenemies, namely Heavy and Bomb, Dr. Robotnik's evil mechanics. Get set for 25 levels of rockin' roller-coaster game play in five huge 3-D levels that only the Genesis 32X can deliver! Look for the complete scoop on this 32-bit, 24-meg, one- or two-player speed-fest in the next issue of Sega Visions.

# OveRHEaRD at SeGA



## Sega of America SPONSORS Nation Council for Adoption

What do Sonic and Meryl Streep have in common? They both attended the annual Kids at Heart FUNraiser. Meryl Streep was the honorary chair-person of this awesome event, which benefits the National Council for Adoption (NCFA). Sonic, Meryl, and 400 kids danced to live steel-drum music, did the limbo, tried out some bungee-running, and of course played video games! For more information about the NCFA, call 800-333-NCFA.

# 32X gets Brutal

Gametek is finishing up a 32X sequel to its ground-breaking combat game, Brutal. The new 32X cart, Brutal: Above the Paw, will feature new characters, backgrounds, and animation. Look for a review in an upcoming issue of Sega Visions.



OveRHEaRD at SeGA

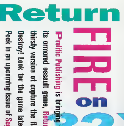
# Deion SANDERS does the Sega Strut



Deion Sanders, Superstar cornerback of the San Francisco 49ers, Cincinnati Reds center fielder, and NFL defensive player of the year, is the new Sega Sports spokesperson. That's right: "Primetime" is bringing his explosive energy to Sega Sports. Sega selected Sanders as the most popular athlete because of his winning attitude and his ability to back up what he says on the field. Whether it's on the gridiron or the diamond, Deion's our man. Beginning this fall, Sanders will be featured in Sega's NFL video game series, in addition to starring in his own upcoming Sega Sports titles. He plans on being very involved and bringing his expertise and ideas to our Sports lineup. We're thrilled to have this celebrated two-sport wonder (and die-hard Sega Sports player) on the Sega Sports team! Plan on seeing a lot more of Deion – doing the Sega Sports strut.

# Return FIRE on 32X

Prolific Publishing is bringing the nonstop carnage and chaos of its armored assault game, Return Fire, to the 32X. In this blood-thirsty version of capture the flag, the credo is Destroy, Destroy, Destroy! Look for the game later this year, and look for a Sneak Peek in an upcoming issue of Sega Visions.







# Absolute CALLS IN the BIG GUNS to Unveil RDF: GLOBAL CONFLICT

Just before Christmas, a group of video game journalists huddled in the back of a World War II-era troop-transport truck to cross the chilly, overcast battlefields of...New Jersey? It was the beginning of a daylong event, hosted by Absolute Entertainment, to introduce its new Sega CD, RDF: Global Conflict.

Absolute transformed its extensive multimedia facilities into the "Iron Hammer Training Center," complete with armed guards, vintage military vehicles, and a command bunker. The press was given a preview of RDF: Global Conflict, an advanced tank simulator that puts the player in command of an M1A2 superbattletank armed with a 120mm cannon, laser-sighted missiles, and a 7.62mm machine gun.

RDF: Global Conflict challenges you to fight your way through the military and political hot spots of the world.



A General Patton look-alike addressed the troops.

# SONIC MANIA

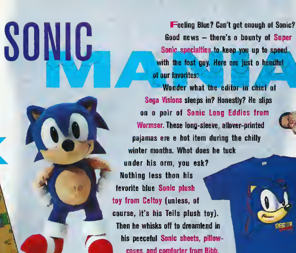
Feeling Blue? Can't get enough of Sonic? Good news – there's a bounty of Super Sonic specialties to keep you up to speed with the fast guy. Here are just a handful of our favorites:

Wonder what the editor in chief of Sega Visions sleeps in? Honestly? He slips on a pair of Sonic Long Eddies from Wormser. These long-sleeve, allover-printed pajamas are a hot item during the chilly winter months. What does he tuck under his arm, you ask? Nothing less than his favorite blue Sonic plush toy from Celtoy (unless, of course, it's his Tails plush toy). Then he whisks off to dreamland in his peaceful Sonic sheets, pillow-cases, and comforter from Bibb.

During the day? Well we don't want to get too personal here, but let's just say that Briefly Stated makes silk boxer shorts in all sizes. There are Sonic briefs, too, from Fruit of The Loom.

A trip to the office finds the chief Sonic-chic in his sweaters from Just Bottoms and Tops. After a fun-packed day at Sega Visions, the chief packs up his Sonic tote from Joclyn, and he's off to work out in his comfy clothes from B.U.M. Equipment.

Admittedly, when it comes to anything Sonic, we're ever so slightly biased. However, we think you'll agree that he's incredibly handsome, faster than anyone you know, overly daring – a true blue star. In other words, he's simply irresistible!







# Sonic & Kmart LAUNCH a Super Sonic Sweepstakes

Pick up a pair of Sonic the Hedgehog footwear at the Shoemart™ in Kmart stores. Plus, between February 26 and March 18, 1995, all Super Sonic shoppers who race right down to Shoemart can enter the amazing Sega "Be Way-y-y Cool" Sweepstakes. Cool prizes: Win a trip to Innoventions at Epcot Center in Orlando, Florida; a Sega Genesis; or a cool Sonic Pocket Arcade. Cool Sonic stuff. Get yourself to Shoemart at Kmart and drop your entry in the Shoemart ballot box in the Shoe-mart department. They're waitinnnngggg...

# oh YES... more, MORE! faster, FASTER,

Tempo™



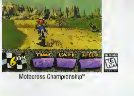

Virtua Racing™ Deluxe

Cosmic Carnage™

GENESIS 32X

[ *What did you think we were talking about, you little degenerate!* ]

# Fast


Motocross Championship™

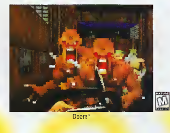

Star Wars® Arcade

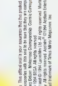

Mortal Kombat® II
Acclaim





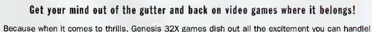
Golf Magazine® Presents 36 Great Holes
Starring Fred Couples


Doom™






Metal Head™



**Get your mind out of the gutter and back on video games where it belongs!**

Because when it comes to thrills, Genesis 32X games dish out all the excitement you can handle!

They blast your optic senses with over **32,000 colors.**

32X games are more **THREE-DIMENSIONAL,** more **realistic** and **40 times faster** than 16-bit games.

And there are lots of hot 32X games that can satisfy your urges in ways other games can't. Once you get the **32X-PERIENCE,** you won't want anything else.

*(Except that, you animal!)*






e r !










# Of Cinekills and Sudden Deaths

## ETERNAL CD LAUNCHES NEW MATURE DEEP WATER LABEL

Bigger. Bolder. Badder. The sequel to Sega's smash hit Fighter is soon to blitzkrieg your Sega CD. It's *Eternal Champions: Challenge from the Dark Side* from Sega's new mature label, Deep Water. This enormous title puts loads of new fighters, endings, backgrounds, moves, tournament modes, and tunes right in your face. With three-dimensional Silicon Graphics-based [illegible] and endings, real martial arts, and lots of hidden characters, this game puts you straight into the world of the Dark Champion. All you have to do is survive.

## 50 WAYS TO MEET YOUR MAKER

Just knife 'em in the back, Jack. Toss 'em in a fan, Stan. Blow off their head, Fred – you get the idea. This disc gives each combatant four ways to end their opponent's fighting days (for a total of 63): background-based Overkills and Sudden Deaths, spectacularly rendered SGI-animated Cinekills, and personalized Vendettas. Talk about final.

## FIGHTERS BY THE SCORE (OR MORE)

We're talkin' wall [illegible]. You get all nine of the originals (nicely enhanced), four great new combatants, nine hidden characters (these are ea[illegible] you go), the Eternal Champion, and his nemes[illegible] Dark Champion. For those of you who ran out of fingers and toes, that's 24 fighters.

Enjoy this early look at the biggest Fighting game ever to grace your Sega C[illegible] special moves, and wild ways [illegible] opponent in coming issues of *Sega V[illegible]* [illegible] never look at dog food the same way again.

Dawson had a date with a noose.

Jetta found the tightwire less than tight.

Riptide left her shovel within easy reach and her gold just a crushed skull away.

Ramses III got an assist for an early chuteless cliff-diving stunt.

## SERIOUS SGI STORY LINE

Thirteen of the [illegible] history are on the verge of untimely demises. In the cinematic intro, they're snatched from the jaws of death and brought forward in time to take on the Dark Champion.

## NEW CHARACTERS!

Dawson – the lawman

Riptide – the pirate.

Ramses III – the pharaoh.

Raven – the voodoo priestess.


ETERNAL CHAMPIONS
CHALLENGE FROM THE DARK SIDE
Publisher
Sega
Controller
6-Button, 6-Button Arcade Stick
Players
1 or 2
MATURE
M
SLASH
99
RAMSES III
Ramses can be a real asp. Slash has never liked serpents anyway.
Raven does a little voodoo doll hoodoo on Midknight.
Riptide checks to see if Xavier has his sea legs.




Thentos uppercuts Raven and knocks her flying.

A bloody wagon is all that remains after the gruesome Sudden Death.

Slash finds out just what it means to be from the Stone Age.

Shadow finds herself at the wrong end of a bunch of shuriken.

Ramses is about to meet his fear of water head on.

The Dark Champion puts the squeeze on Blade in this juicy Cinekill.

Dawson thinks shotguns are a blast.

Raven shows Jetta the joys of premature aging.




# Hidden Characters

Riptide offers up some heartrending kisses.

Larcen wins a pointed argument with R.A.X.

Dawson's background scrolls past while he grabs Blade with his belt.

Yappy offers up exceedingly painful barks.

Crispy takes on Larcen with his vicious Claw Attack.

Blast tosses a little Groundswell in R.A.X.'s direction.

The Senator has put a Ban on any violence from Trident.

Slither has Xavier for lunch with his Lunge.

## Product Of the Year

### SEGA CD

**Rebel Assault**
JVC Musical Industries



*Rebel Assault* thrilled CD gamers with film clips from all three *Star Wars* films, a movie-quality sound track, & heart-stopping warfare.

**FINALISTS**

**Lethal Enforcers 2: Gunfighters**
Konami

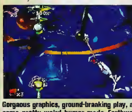
**NHL '94**
Electronic Arts

**Slam City Starring Scottie Pippen**
Digital Pictures

## Product Of the Year

### GENESIS

**Earthworm Jim**
Playmates Interactive Entertainment



Gorgeous graphics, ground-breaking play, and some pretty weird humor made *Earthworm Jim* the Genesis product of the year.

**FINALISTS**

**NBA Live '95**
Electronic Arts

**Mortal Kombat II**
Acclaim Entertainment

**Mickey Mania**
Sony Imagesoft

## Best Action Product

### SEGA CD

**Lethal Enforcers 2: Gunfighters**
Konami



The Wild West shoot-'em-up Action of *Lethal Enforcers 2: Gunfighters* blew gamers away on Sega CD.

**FINALISTS**

**NBA Jam**
Acclaim Entertainment

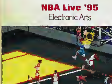
**Rebel Assault**
JVC Musical Industries

**Soul Star**
Core

## Best Sports Product

### GENESIS

**NBA Live '95**
Electronic Arts



*NBA Live '95* scored big with enough real teams, shots, and strategies to thrill any Sports fanatic.

**FINALISTS**

**NBA Jam**
Acclaim Entertainment

**FIFA International Soccer '95**
Electronic Arts

**NHL '95**
Electronic Arts

# Rewarding The G Ga Y

While the past year has yielded some of the industry's most outstanding games, the Sega Third Party Seal of Quality Award winners and nominees are, without exception, the very best of 1994.

The Sega Third Party Seal of Quality Award ceremonies were held at the Winter Consumer Electronics Show in Las Vegas in January. The awards honor the finest titles produced for Sega machines by companies other than Sega. These companies are known as *third parties*, and representatives of nearly 100 such companies gathered for the occasion.

## Quality Earned

Sega's third-party licensees submitted more than 300 games this year to be tested and evaluated by Sega's in-house staff of game analysts. Each title was rated for concept, quality of graphics and sound,




challenge, ease of control, depth of play, presentation of characters, and story line. Of the games analyzed, fewer than half were actually published and awarded the Sega Seal of Quality. This rigorous testing process -- the continued quest for quality -- ultimately guarantees the consumer that *only* games awarded the Sega Seal of Quality are as good as the system on which they're played.

## Simply the Best

These winners and nominees have been selected as the most outstanding games of 1994. The winners not only have earned the Sega Seal of Quality but also have been singled out by the most discriminating video gamers in the world. They are the official recipients of the 1994 Sega Seal of Quality Awards.

### Product Of the Year

**GAME GEAR**

**Fatal Fury Special Edition**
Takara



With a brilliant translation of the arcade hit, *Fatal Fury Special Edition* for Game Gear walked away with Product of the Year honors.

**FINALISTS**

**Mortal Kombat II**
Acclaim Entertainment

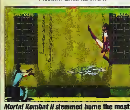
**FIFA International Soccer '95**
Electronic Arts

**F-15 Strike Eagle**
Microprose Software

### Best Action Product

**GENESIS**

**Mortal Kombat II**
Acclaim Entertainment



*Mortal Kombat II* slammed home the most furious Action on Genesis with stunning moves, graphics, and speed.

**FINALISTS**

**Earthworm Jim**
Playmates Interactive Entertainment

**Super Street Fighter II**
Capcom

**Shaq-Fu**
Electronic Arts

### Best Sports Product

**SEGA CD**

**NHL '94**
Electronic Arts



Cinematic footage of real NHL games, crisp sound, and a true hockey feel made *NHL '94* the hottest Sports title on Sega CD.

**FINALISTS**

**FIFA Soccer**
Electronic Arts

**Links**
Virgin Interactive Entertainment

**Slam City Starring Scottie Pippin**
Digital Pictures

### Best Adventure/ RPG Product

**GENESIS**

**New Horizons: Uncharted Waters 2**
Koei




*New Horizons* plunged players into engrossing RPG Adventure with historically based strategy and multiple story lines.

**FINALISTS**

**Dune II: Battle for Arrakis**
Virgin Interactive Entertainment

**Battletech**
Absolute Entertainment

**Mickey Mania**
Sony Imagesoft

## Best Adventure/ RPG Product

**SEGA CD**

**Lunar**
Working Designs




With intricate game play and brilliant anime graphics, *Lunar* was the outstanding RPG on Sega CD.

**FINALISTS**

**Heart of the Alien**
Virgin Interactive Entertainment

**Rise of the Dragon**
Dynamix

**Vay**
Working Designs

## Best Puzzle/ Strategy Product

**GENESIS**

**Columns III**
Vic Tokai



*Columns III*'s seriously addictive and fast-moving puzzles had strategy gamers straining their brains.

**FINALISTS**

**Knights of the Sky**
Microprose Software

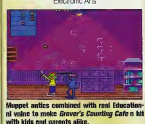
**New Horizons: Uncharted Waters 2**
Koei

**Jeopardy Deluxe**
Gametek

## Best Education Product

**ALL PLATFORMS**

**Grover's Counting Cafe**
Electronic Arts



Muppet antics combined with real Educational value to make *Grover's Counting Cafe* a hit with kids and parents alike.

**FINALISTS**

**The Animals**
Mindscape

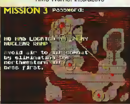
**Math Blaster**
Davidson Associates

**My Paint**
Saddleback Graphics

## Best Flying/ Driving Product

**GENESIS**

**Red Zone**
Time Warner Interactive




Aerial combat doesn't get any faster, tougher, or more realistic than *Red Zone*.

**FINALISTS**

**Battletech**
Absolute Entertainment

**Top Gear 2**
Vic Tokai

**Urban Strike**
Electronic Arts

## Best Graphics

**GENESIS**

**Earthworm Jim**
Playmates Interactive Entertainment



*Earthworm Jim*'s amazing graphics look and feel like a live-action cartoon.

**FINALISTS**

**NBA Live '95**
Electronic Arts

**Mortal Kombat II**
Acclaim Entertainment

**Mickey Mania**
Sony Imagesoft

## Best Sound

**GENESIS**

**The Lion King**
Virgin Interactive Entertainment



Simba's roar and all the sounds of the jungle ring loud and clear in *The Lion King*.

**FINALISTS**

**Earthworm Jim**
Playmates Interactive Entertainment

**MTV's Beavis & Butt-Head**
Viacom New Media

**Boogerman**
Interplay Productions



## Best Graphics

### SEGA CD

**Loadstar: The Legend of Tully Bodine**
Rocket Science



*Loadstar*'s unique cell animation, 3-D computer modeling, and special effects created the most dazzling CD graphics of the year.

**FINALISTS**

**Cliffhanger**
Sony Imagesoft

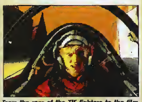
**Dragon's Lair**
Readysoft

**Heart of the Alien**
Virgin Interactive Entertainment

## Best Sound

### SEGA CD

**Rebel Assault**
JVC Musical Industries



From the roar of the TIE fighters to the film-quality John Williams score, *Rebel Assault* delivered the best sound on Sega CD.

**FINALISTS**

**Mickey Mania**
Sony Imagesoft

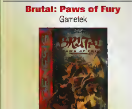
**Mortal Kombat**
Acclaim Entertainment

**Soul Star**
Core

## Best Packaging

### ALL PLATFORMS

**Brutal: Paws of Fury**
Gametek



*Brutal: Paws of Fury* gave gamers spectacular box art and an easy-to-read manual.

**FINALISTS**

**Pitfall: The Mayan Adventure**
Activision

**NBA Jam**
Acclaim Entertainment

**Vay**
Working Designs



## Mad Magicians Storm Awards Ceremony

Although the Sega Third Party Seal of Quality Awards presentation is certainly one of the most distinguished and important ceremonies of the year, it isn't exactly what you'd call a formal event (after all, we are Sega). This year was no exception. Just when the VP of new business development and third-party licensing, Chris Garske, began to announce the winners, there was a humongous commotion. Rushing onstage and completely disrupting Garske's speech were none other than the comic-and-magic duo Penn and Teller. From that point on, it was comedy and chaos. (That's what happens when you have Penn and Teller announcing awards, levitating people in the audience, and eating fire, not to mention swallowing real needles.)



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Huh
STONE TEMPLE PILOTS
Huh
on disk

# VIRTUA FIGHTER

## Sizzling-Hot Arcade Games You'll Wish You Could Bring Home



### Virtua Fighter 2 Knocks Out All Contenders

#### The Ultimate 3-D Fighting Game

The Second World Fighting Tournament has begun! With increased speed and added moves, Virtua Fighter 2 easily KOs all the other arcade fighters. It's not only twice as fast as Virtua Fighter but it also surpasses the original in ultrarealistic 3-D character movements, improved motion control, and life-like texture-mapped graphics.

### Virtua Knockout!

The result is seamless 3-D action – each punch, kick, and defense technique is fluid and smoother than anything you've ever seen. Thanks to the addition of an upgraded computer-graphics board model (to the same one used for Daytona USA), the graphics capacity has been increased from VF's 150,000 polygons per second to a whopping 300,000. You'll see the difference immediately in the incredibly realistic character motions. The repre-sentation capacity has also been enhanced, from VF's 30 frames per second to an accelerated 60.

Virtua Fighter 2's heart-pounding fights leave you feeling like you just stepped out of the ring (and like you should be stepping into the shower).

The sound of each punch and kick echoes off the tin floor. If you were impressed by VF's 700 patterns for motions, Virtua Fighter 2's 1,200 motion patterns will leave you speechless. Approximately 500 new moves are yours to master in expanded 3-D arenas. Plus you get two new characters to choose from, for a total of 11 fighters, each with a distinctive fighting style.

The two new characters, Shun and Lion, use the new fighting techniques of Suiken (kung fu) and Toroken (Chinese Kenpo). In Suiken, you use a staggering motion to throw the opponent into confusion, then you start to attack (just like in a kung fu movie). Toroken is a move derived from Chinese Kenpo. The technique is taken from the attack pattern of a mantis.



# 2 & DAYTONA USA

When it comes to the ultimate in interactive game-play experiences and
new arcade technologies, Sega USA continues to push the envelope. As
the leaders in arcade amusement, Sega USA has unveiled one megahit
after another, like *Daytona USA*, *Virtua Fighter I* and *2*, *Virtua Cop*, *Virtua*
*Racing*, *OutRun*, and *Afterburner* (just to name a few). Nope, there's no
modesty here – Sega USA builds the hottest, most action-packed, adren-
aline-pumping games in the arcade arena.

## Ride on the Wild Side

Experience the thrill of high-speed victory! You're sitting in a world-class, 750-horse-power stock car. Find out what it's like to steer a Nascar stocker around Daytona USA's high-bank turns or draft inches oft the car ahead of you at an adrenaline-pumping 300 MPH!

Daytona is a state-of-the-art, real-time 3-0 race simulator featuring virtual-reality graphics you've only imagined – the only thing missing is tho smell of rubber and petroleum. Scores of eye-popping racing machines are off to a rolling start, roaring into a superspeed pedal-to-tho-metal race. It's neck-and-neck competition with up to oight high-performance stock cars on the track.

The V.R. Button lets you alternate between
tour different visual perspectives and
gives you the ultimate speed sensetion.
Speaking ot sensetions, you'll experience
the real feel of drifting, ectuel steering
weight, and kickback. Beginner? We rec-
ommond starting out on the Oval Rece
Treck until you get some experience. The
challenging Grand Canyon Course is for the
intermediate pleyer, end for experts,
there's the rigorous Seeside Course. On all
the courses, you can use the time-trial
option to race egainst the clock. If you're
demented enough to require a completely
ditterent thrill, you cen drive backward
egainst oncoming racers.

If you haven't been to the arcade lately, *Virtua Fighter 2* and *Daytona USA* are reason to go. These two games alone (not to mention all the others) are so incredibly scorching hot, you just know Sega's working on technology to bring 'em home to you (hmmmm).

Seriously (and that's *Seriously* with a capital *S*), once you play these arcade games, you'll wish you could bring them home. Anyone who wouldn't like to have them in their home is, well, clueless. Totally without the slightest hint about what's hot and what's next. Usually people like that can't read between the lines, can't even imagine the future, and certainly don't know much about having fun. Really. No kidding!

# PENN & TELLER'S SMOKE AND MIRRORS




**They've done Broadway. They've done Las Vegas. They've done "Saturday Night Live," "Letterman," and HBO. Now they're coming to your home on Sega CD in Absolute's *Penn & Teller's Smoke and Mirrors*™. These captains of the card force have created a completely unique game - one that combines solid action, sleight of controller, magic, scams, rip-offs, and their own offbeat sense of humor. You should wonder if your life (and that of your victim friends) will ever be the same.**

***Sega Visions* caught up with the bad boys of magic recently in their dressing room before a Vegas show. They talked (that's right, they... Teller does have a voice) about their game, donuts, and scams.**

**Penn:** We'd get video game offers, but they had no interest for us whatsoever. The companies' big selling point was that we wouldn't have to do anything. We'd be given a contract and a check, and that's it. I don't want to seem insane. It's not like it was a big check. A huge check for doing nothing might have been a different story.

Then Absolute came to us with, really, the *exact* opposite. They said, "We really don't want to license your images and names; that's not the primary thing. We want a great video game. We think your style is the important thing." When we met with them, they said, "We've got nothing. We have no ideas." Yet they knew our books and videos inside-out. So when they suggested nothing, they suggested nothing with a deep background. They said, "We know what the technology can do. We know what the users really want. We know what good play is." And this is really important stuff that we knew nothing about.

**Penn:** The beats that we hit, the constant skepticism, the constant proscience rational point of view, are as deep in the game as they are in everything else we do. As much as we try to be entertaining, there's a consistent respect for science, learning, and rational thought. Strangely enough, although we don't tout the game as educational or good for kids, you won't find a more prophylactic or promath title than this, including the ones that win all the education awards, because there's no one who respects learning and rational thought more than we do.

I think since we're bragging about our involvement in Smoke and Mirrors,

...can keep your friends playing a game that they can't possibly win, no matter how long they try.

**Teller:** The great thing about this project was that I got to play a lot of characters. Your readers will have to figure out which ones they are. I appear much disguised many times. That's gonna be a great thing for gamers to search for.

**Reflecting the cutting-edge humor and bent style of their shows, *Penn & Teller's Smoke and Mirrors* combines heartless scams, tricks, bus driving, and serious Action gaming. Your TV is going to smoke.**

Uses the patented Personameter™ to deduce zodiac signs.

A competitive game that you'll never lose. Why? You're cheating.




An outer-space Shooter that makes your TV dangerous to touch.

He guesses your friend's cards.

An eight-hour real-time drive from Arizona to Las Vegas. No stopping.

# TELLER SPEAKS (Oh, and So Does Penn)

It's very important to give real numbers. I believe we worked six-to-eight-hour sessions, three or four days a week, for seven weeks.

**Teller:** Yeah, two or three times a week for two months — with incredible quantities of donuts. I mean, astonishing mounds and heaps of donuts.

**Penn:** Although during interviews we push Desert Bus™ as a big joke, Buzz Bombers™ as a good way to cheat, and Mofo™ and What's Your Sign?™ as fabulous tricks, a lot of the work was spent on the Smoke and Mirrors section. It's the Action section, the Adventure section, the everything section.

We didn't want to portray ourselves as superhuman characters because that didn't seem hip. Yet shlubby characters are not fun to play. We solved it in a way that I'm very proud of. What we do is collect money to hire stuntmen who dress up like us and do all the dangerous action.

**Teller:** They're these muscle-man types, you know, trying to put on...

**Penn:** ...our suits, and they don't look anything like us. And when you check your inventory, you find Penn and Teller sitting back in their magic shop eating pizza while the stuntmen are out doing the work. We didn't want to be shooting guns or death rays and stuff like that. We get the same kind of play from cards, magicians, and showgirl assistants...

**Teller:** ...heaving little bunny rabbits at us full speed ahead.

Part of the joy of Buzz Bombers is that it's not only a game you can win, but a game you can win when you want to. After you play your friends like a fish and let them win for a while, you can turn the tables. Even if they say, "Wait a minute — there's something wrong with my controller" and take yours out of your hands, you still have a way to steal the game back very deftly.

**Penn:** In Buzz Bombers the object becomes not just winning the game that's on the screen but also seeing how long you




# Phantasy Star IV
## The End of the Millennium

### It's Here. Need We Say More?

Plagues of twisted creatures. Droughts. Evil sicknesses. Return to battle with these forces of darkness in *Phantasy Star IV* for the Genesis. This hugely wished-for fourth title in Sega's best-selling RPG series revisits the Algo star system. This one's bigger and better than the last three (and that's saying a lot). You get more characters, spells, weaponry, vehicles, and cinematic interludes than ever before. One player is tossed into a saga of good against evil across three planets, battling everything from massive Sandworms to killer Snow Slugs. Expect more than 70 hours of sword-quenching gaming with Chaz and company. Join the Motavian Monster Hunters' Guild and vanquish evil – it's not only fun, the pay is good.

### Turning Monsters To Mash

All the sword and spell stuff you've come to expect is here, but *Phantasy Star IV* gives you more. You get Macros, which let you set up to eight predesigned battle plans so that you don't have to choose the type of attack for every character during every fight. You can have straight use of weaponry, a combination of minor Skills and Techniques and attacks, or all-out full-power blasts – all preselected and ready to roll. Then there are Combination Attacks, in which two or more characters join their Skills and Techniques to create exceedingly powerful attacks. Combat from your vehicle? The Land Rover, Ice Digger, and Hydrofoil now have special attack equipment so that you can literally blow enemies out of the water without exiting your vehicle.

**First Four Characters**

**Chaz**

He's a 16-year-old mem Hunters' Guild. Although bit hot tempered, this serious swordsman.

| | |
|---|---|
| **Publisher** | Sega |
| **Controller** | 3- Button |
| **Players** | 1 (3 Battery Saves) |




You hook your first Mini Worm on the trip from Piata to Birth Valley. Slash away with a normal attack – they take 25 hit points each. Making worm-burger gets you 12 experience points and 13 Meseta for every annelid taken down.

**Mini Worm**

**Igglanova**

The Igglanova is the boss of the Piata Cellar (you also find it at the Birth Valley entrance in the town of Zema). On your first pass, use Alys's Saner to get the edge, have Chaz attack, and use Hahn's Gelun to knock down the boss's attack strength. Your next attack is aimed at the host (the boss lissiens). Have Alys use Foi, Chaz attack, and Hahn attack. The boss takes 300 hit points to finish. You get 63 experience points and 58 Meseta for your efforts.

**Zoran Bult**

The Zoran Bult are first found in Piata's Basement. You can easily take them on with a normal attack. Finish them with attacks that equal 25 hit points. Each two-headed brain-pan gives you four experience points and three Meseta.

**Hahn**

Hahn is the scholarly son of an armorer. Though he carries a Dagger, his physical attributes aren't strong. You can rely on his ability with Techniques.

**Alys**

Alys is famous throughout Motavia for her abilities as a hunter. She sponsored young Chaz's admission into the guild. Her armaments of choice are thrown weapons like Slicers and Boomerangs.

her of the
apt to be a
guy is one

**Rika**

Though wholly biological, Rika was designed and built by one of the last functioning computers on Motavia. Her talent is the Claw.

## Hot Hints

Use Alys's house in Aiedo as a rest stop. Rather than paying for a room at an inn, you can hike or use Ryuka (a transport Skill) to stop at her home and recover your energy for free.

Sell those Shields. You'll make better progress with a Two-Handed Sword or a pair of weapons for a stronger attack.

Arrange your characters from strongest to weakest. This way your best couple of attacks can smash the weaker monsters quickly and your less powerful folks get hit less often.

Some of the towns have hidden areas. Go behind the bar in the Hunters' Guild, or hug the outside walls of Kadary and Aiedo.

Upgrade your armor and weapons as often as possible. If you don't have enough Meseta (cash), get out there and whup some monsters to earn it. Always buy the better items before moving on to your next quest.

**Land Rover**

Now you're travelin' in style. The Land Rover not only gets you over tough terrain like quicksand but also destroys pesky monsters. Use your normal energy weapon attack or turn 'em into kibbles and bits with the optional Cluster (eight shots) and Graviton (again, eight shots). Restore your weapons options by resting for the night.

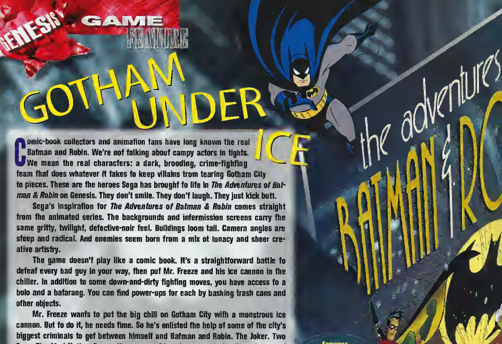
**Hydrofoil**

Water travel has gotten loads easier with the Hydrofoil. This baby blasts creatures with the best of 'em. The normal attack is an energy bolt. Your options are the Th. Grid (eight shots) and the X. Buster (two shots).

**Ice Digger**

Talk about multiuse! The Ice Digger blasts through walls of ice and also wails on monsters holding up your progress. Its normal attack is an energy weapon, and its optional attacks are Napalm-M (eight available) and N-Sphere (four available). Rest up to rebuild your arsenal.

# GOTHAM UNDER ICE




Comic-book collectors and animation fans have long known the real Batman and Robin. We're not talking about campy actors in tights. We mean the real characters: a dark, brooding, crime-fighting team that does whatever it takes to keep villains from tearing Gotham City to pieces. These are the heroes Sega has brought to life in *The Adventures of Batman & Robin* on Genesis. They don't smile. They don't laugh. They just kick butt.

Sega's inspiration for *The Adventures of Batman & Robin* comes straight from the animated series. The backgrounds and intermission screens carry the same gritty, twilight, detective-noir feel. Buildings loom tall. Camera angles are steep and radical. And enemies seem born from a mix of lunacy and sheer creative artistry.

The game doesn't play like a comic book. It's a straightforward battle to defeat every bad guy in your way, then put Mr. Freeze and his ice cannon in the chiller. In addition to some down-and-dirty fighting moves, you have access to a bolo and a batarang. You can find power-ups for each by bashing trash cans and other objects.

Mr. Freeze wants to put the big chill on Gotham City with a monstrous ice cannon. But to do it, he needs time. So he's enlisted the help of some of the city's biggest criminals to get between himself and Batman and Robin. The Joker. Two Face. The Mad Hatter. Each with a crew of henchmen ready to clip Batman and Robin's wings. You get six stages with a total of 24 levels of intense, nonstop action. If you are an action fan who likes games long on play and short on rhetoric, feel the dark, brooding power of *The Adventures of Batman & Robin*.

Someone has a bad sense of humor. Helicopters with teeth?

## THEY AIN'T NICE

The Joker

The Mad Hatter

Two Face

Mr. Freeze

Harlequin will sit on the air above you and lob bomb after bomb. A series of well-timed jump-kicks will knock her out of her high throne.



## BAT TIPS

- Once a power-up is exposed, let it cycle to the weapon you want before you grab it.
- When the weapon meter is fully charged, the bolo, throwing star, or batarang can take out multiple enemies at once.
- The bolo and batarang are your best weapon choices.
- Batman and Robin are equally matched in both strength and attack power.
- Double-press Button B to execute a flying kick.

Batman and Robin: You can play as one or the other of this famous crime-fighting duo.

Mr. Freeze has a big gun. A very big gun. Flub this mission, and Gotham City's in trouble.

These aerial battles have enough perspective to make some folks airsick.

Common objects become dangerous when you're the size of a saltshaker. The Mad Hatter's version of a seven-course meal might leave you as the main course.

**Publisher**
Sega
**Controller**
3-Button
**Players**
1




# Sega Redraws Action Gaming!

You got 'nm stacked up in thn cornnr of your roam by thn hundreds. Comics. Thn classic colared actian stories where nll your hnrons comn alivn. Yeah, you'vn read 'nm, but you'vn nnvnr bnnn dragged into thn nctian until now. Yau'll nnvnr look at comic books thn same after you've playnd *Camix Zonn* an Gnnesis from Sega.

You play as Sketch Turnnr, n camic artist wha gets pulled into his own comic by Mortus, his ultimate super-villain. Naw Martus is frnn in thn world, and Sketch is trappnd In thn Camix Zonn. Martus is halding thn pnncils; ha plans to da unta Sketch like Sketch has drawn him.

Comix Zone is the first playable comic book.

But Sketch is caal, hip, and at hamn In thn comic world af his own crnntian. Thn gnarly villains dan't stand a chancn agninst his fighting mavns. And as thn nnwnst supnrhnro, Sketch has samn pownr mavns that'll blaw yau awny. Stay tuned to *Sega Visions* for mare on this extrnmnly hip titln. Wn'rn warnin' ya: Papnr camics will nnvar seam thn samn!

**Publisher**
Sega

**Controller**
3- or 6-Button

**Players**
1

NYR
Not Yet Rated








Reggie Miller will be raining 3's!


Robinson takes his slams to a new level!

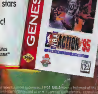

Rookie sensation Grant Hill explodes to the hole!

## RISE ABOVE THE REST!

Real NBA stars including Patrick Ewing, Hakeem Olajuwon, Tim Hardaway, Jason Kidd, Shawn Kemp and Larry Johnson take flight with our "All-New Fast Breaking View." Choose from 27 NBA Teams, to battle through League, Playoffs and the NBA Finals. Trade players to build a dynasty, then immortalize the glory with your own personalized cart! Create your own players, put yourself in the game, and see how you measure up to NBA stars or play with 30 Hall of Famers. Large Battery tracks stats in 19 different categories. Marv Albert calls all the action. NBA Action '95 starring David Robinson is fan-tastic!




Game Gear™ features may vary from Genesis™










**SO REAL YOU'LL FORGET IT'S A GAME**



# PUTT-PUTT With BOOM-BOOM

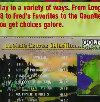
Fred "Boom-Boom" Couples is one of the most successful golfers on the PGA tour. A fluent swing and crushing drives (hence the nickname) are his trademarks. Now Sega Sports lets you play with, against, or as (that's right, as) Fred Couples. In *Golf Magazine Introduces 36 Great Holes, Starring Fred Couples* for the Genesis 32X, you can play in the shoes of a professional golfer. It's a duffer's dream: 36 of the greatest holes in the country, plus commentary by Couples himself.







Play in a variety of ways. From Long 18 to Fred's Favorites to the Gauntlet, you get choices galore.




Customize your own 18-hole course from the best 36 in America.

Create a new player here. Hmm, wonder what color shirt he should wear.

GOLF MAGAZINE is a registered trademark of Times Mirror Magazine, Inc.

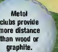
## The Best Holes... The Most Realistic Golf

The best holes of golf are here. The treacherous par 3 17th at Firestone Country Club, the 18th at Doral, the 16th at Poppy Hills, and the beautiful par 4 18th at Kemper Lakes are just a few of the challenges that await you. If you choose Stroke Play, you can play them in several different ways. Fred's Favorites are the 18 holes Boom-Boom likes best, Longest 18 and Shortest 18 are great for working on either your long game or short game, and Custom Course lets you choose your 18 holes in any order. Add the digitized graphics found only in a 32X game and authentic digitized sounds, and you've got some stunningly realistic golf ahead of you.

**Publisher**
Sega Sports

**Controller**
3-Button

**Players**
1 to 8



HOT HINTS

Metal clubs provide more distance than wood or graphite.

Take advantage of the Driving Range and Chipping and Putting areas before challenging Mr. Couples.



Use the Hole Overhead feature to see a bird's-eye view of the shot to come.

The approach shot on the first hole at Boulder has water, send...ell you could esk tor.

Avoid a beech's worth of sand at the ninth hole at Blackwolt Run.

# Digitized Fred

Fred Couples's tamous swing was digitized and reproduced in painstaking detail tor *36 Great Holes*, and the result, well, must be seen to be believed! It playing as Boom-Boom is not your cup ot tea, create your own male or temale golfer. And when we say create, we mean *create*....right down to the color ot your pants! You can even choose trom three types ot clubs (wood, steel, or graphite). Need to till out your toursome? Creating three computer-controlled opponents does the trick. The game keeps and accumulates detailed stats tor every golfer.

She's lining up the putt....

All the stats you'll ever need are included tor eech player in the game.

Work on your short game in the Chipping and Putting practice area.

# Back Getting Sore?

*36 Great Holes* lets you save up to tour games or rounds ot golt at one time. You can even store up to tour of your tavorite shots to show off at a later date!

So whether you're an avid golfer or you just like plaid, grab your clubs and let Fred Couples take you on a trip through *36 Great Holes*, 32X-stylo!

Use the Hole Overhead feature to locate the most advantageous landing aree tor your next shot.

Keep your eye on the wind meter. The wind can be either your best triend or your worst enemy.

Use the Address Ball feature betore hitting a shot to practice your swing.

The Practice a Hole feature is a great way to check out your favorite hole while getting in a little practice at the same time.




# Chopped in Space

The name says it all. *Cosmic Carnage*, the first fighting title with 3-D features for the 32X from Sega lives up to its moniker but good. This one- or two-player, 24-meg foot-in-face cart gives you eight big bloodthirsty alien warriors, action-packed fights with major-league scaling and zoom, and plenty of cartoon gore and decapitations on your screen. Just be warned: *Cosmic Carnage* is definitely not for the squeamish (and not for younger gamers).

## This Ain't Armor All

Of the eight fighters, four were soldiers from a military cruiser and four were captives on a hijacked prison ship. You can configure armor for the military types; the prisoners come as they are. Your crippling special moves vary in number from fighter to fighter. With a soldier like Cylic, your eight possible moves change (or aren't available) depending upon the type of Armor you choose. Select Heavy Upperbody Armor, and you lose the Energy Blaster but gain max punch power in close. Select a prisoner like the multisegmented Naja (with her great character animations), and you have a natural without Armor add-ons whose three special moves always remain the same.

## A Game to Dismember

This fighter for Genesis 32X offers plenty of punch and lots of high-color action. In addition to the great scaling and zoom, special moves, and Armor options, you get to lop off body parts it you end the match with a special move. In this game, disarming your enemy means you'll be calling him stumpy before you call him dead.

TALMAC 94 TYR

NARUTO

## Hot Hints

- If an enemy fights defensively, let down your guard and lure him out of his shell.
- The characters with Armor options have the advantage of more powerful special attacks.
- Fighters with natural abilities never lose attack powers during a match.
- Each warrior has different weaknesses.
- Attacks that work well against one may be powerless against another.
- Finish enemies off with a special move to separate them from their hat holder.

## Great Code!

Hold Buttons X, B, and Z down while powering up your machine, and you get Cyber Brawl. Here three characters who were alien are humanoid.




Equip Tyr with Heavy Armor for the walking equivalent of a tank.

Use Yug's Spinning Double Strike to take down any opponent in a hurry.

Zena-Lan's Lightning Ring provides excellent defense against aerial attacks.

Deamon's Scorpion Whip keeps opponents at a distance.

The Whirling Thrasher is an excellent one-two combination for Deamon.

Naja's Winder Rush is an excellent counterattack for enemies who rush in.

Cylic is equally effective fighting inside or from a distance.

Select from an array of eight warriors.

Mix and match Armor options to create your fighting machine.

## Talking The Talk

### Learning Ancient Greek

| Prefix | Meaning in English |
|---|---|
| haemato | blood |
| splanchno | guts |

| Suffix | Meaning in English |
|---|---|
| algia | pain |
| machy | battle, fight |

**Publisher**
Sega

**Controller**
6-Button (recommended) or 6-Button Arcade Stick

**Players**
1 or 2

TEEN


FIVE...
...DOLLARS?

# $5 REBATE ON




6 Button Arcade Pad (MK-1653)

Game Gear AC Adaptor (MK-2103)

That's right. Believe it. You get $5 back when you purchase either a must-have-for-fighting-and-sports-games *Sega 6 Button Arcade Pad (MK-1653)* or a *Game Gear AC Adaptor (MK-2103)* - for endless hours of mega fun play.

OFFICIAL SEGA SEAL OF QUALITY

# COUPON

Name

Address

City/State/Zip

Phone Number

Age | Male/Female

## HERE'S HOW:

1. Purchase any accessory listed above between February 28, 1995 and April 30, 1995, while supplies last. No substitutions permitted.
2. Submit the ORIGINAL cash register receipt(s) (*not* a photocopy or you can forget it Bubba) for your Sega Seal of Quality accessory. Your receipt must be dated between February 28, 1995 and April 30, 1995.
3. Cut out and submit the ORIGINAL UPC code (bar code symbol) from your Sega Seal of Quality accessory. (again, *not* a photocopy)
4. Complete the information requested below and submit this "$5 off coupon" (one more time - no photocopies will be accepted)
5. Mail all the items requested to:
   "$5 OFF COUPON"
   P.O. BOX 4714
   HAYWARD, CA 94540-4714
6. ALL REQUESTS MUST BE POSTMARKED BY MAY 15, 1995.




# I, METAL HEAD

The Grenade Cannon weapons lock on to enemies. As soon as the cursor locks, cut one loose.

The side views are good for checking side streets as you cruise. You never know who's lurking around a corner.

In the second mission, you get to rapid-fire these vehicles in the air.

Think of the bite you could take out of crime if you were 30 feet tall and armor plated, had rocket launchers for arms, and were a cop. You could cruise through the streets blasting every punk that moved. Carry out all sorts of cool missions. Get better weapons and armor. And become so powerful that you'd make [illegible] look like a Tinkertoy. Since they haven't quite figured out how to stick human brains in machines, the only way you can be this big and bad is to play *Metal Head* from Sega for Genesis 32X.

Terrorists have taken control of the country with mechs and other high-tech military hardware. You're a World Federation Metal Head – a bipedal, armed, and armored police robot. Your job is to beat the terrorists back and regain control of the capitol city for the World Federation. The action takes place in six stages covering 16 missions, from battles in the streets to mech hunts in underground fortresses leading to a climactic session of rocket slinging in the palace.

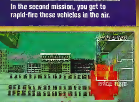
You get your orders and a certain amount of time to accomplish each mission. Annihilation of enemies earns points you can use to upgrade your armor and weapons. One of the most striking features of Metal Head is the realism of the backgrounds and the camera views. Video games aren't supposed to look this real. Or are they?

*Metal Head* doesn't have cutesy graphics or other tiddlywink stuff. The polygons are crisp, clear, and realistically rendered. Scaling and rotation add to the effect. If you don't have a million dollars or so to build your own virtual-reality battle-mech system, you should have a Genesis 32X and *Metal Head.*






## LOOKING FOR TROUBLE





Just because you start in first-person view doesn't mean you have to stay there. With six views to choose from, you can always play from a different angle.

## HOT HINTS

The more you kill, the more you earn. The more you earn, the better weapons you can buy. Sounds like a pattern, huh?

The HD laser is your most powerful and useful weapon.

Switch to the overhead camera view to quickly check the area for enemies.

The Grenade Cannon locks on and takes out most enemies with one or two hits. But you need to watch your ammo.



| | |
|---|---|
| **Publisher** | Sega |
| **Controller** | 6-Button |
| **Players** | 1 |

## THE ARMS DEALER




Yeah, this guy will sell you arms – left and right ones! Actually, he sells you the weapons and equipment to make your Metal Head faster, tougher, and meaner, from chain guns to lasers. Then he'll call you a chump. What a butt-head.

ONE OF THE MOST STRIKING FEATURES OF *METAL HEAD* IS THE REALISM OF THE BACKGROUNDS AND THE CAMERA VIEWS. VIDEO GAMES AREN'T SUPPOSED TO LOOK THIS REAL. OR ARE THEY?

Blasting this big tank isn't too difficult, as long as the barrel is facing away from you. But when it turns around, you're in major trouble.




# Pure Arcade Adrenaline

FLIGHT STICK
Up/Down
Slow
Fast
Fastest
Vulcan Cannon
Left
Right
Down/Up
Roll
Missile

If you've ever been in a video arcade, chances are you've wrapped your hands around the control stick of *Super Afterburner*. Now you can play the complete arcade version on your Genesis 32X with *Afterburner* on 32X. This one has it all: lightning-fast aerial combat, the power to jink and roll, a machine cannon, and Vulcan missiles. Pick up the control pad on this title, and you experience a large chunk of Sega gaming history, not to mention aerial combat that continues to set standards by which all jet shoot-'em-ups are measured.

If *Afterburner* has any shortcoming, it's that the original title was in the arcades so long before coming to the Genesis 32X. But then again, it's still out there snatching quarters, which just goes to show you that good game play is timeless.



Advanced levels test your ability to blast ground targets and maneuver through rock-walled canyons.

Are you a true Sega gamer? If you are, you'll recognize this famous screen.

> Afterburner 32X is proof that good game play is timeless.

**Publisher**
Sega

**Controller**
3- or 6-Button (recommended)

**Players**
1

KA

## HISTORY OF AFTERBURNER

**1987** *Afterburner* sets video arcades around the world on fire.
**1988** *Afterburner* in 8-bit form becomes the flight standard of home video games with its introduction to the Sega Master System.
**1989** *Super Afterburner* arcade sit-in machines take gaming to the next level.
**1991** *Afterburner II* becomes a 16-bit smash hit on the Sega Genesis.
**1993** *Afterburner III* does it again on Sega CD.
**1995** *Afterburner* enters 32-bit fame on the Genesis 32X.
**2000** Is virtual *Afterburner* out of the question?




So many fans, so little time.

Kick 'em out of contention by pressing Button C and Down together.

Realism. That's what this game's about.

Get personal and take on a friend.

Bambi here's quite a distraction. You don't have time to wave back.

Motocross Championship has all the speed, graphics, tunes, and action a die-hard racing fan could want. It's short on gim[illegible]nd long on [illegible]me play.

# Eat Dirt And Die

Yeah, yeah. We've all seen race games before. So what makes Sega think its *Motocross Championship* for Genesis 32X is any different? Well, the platform, for one thing. The first 32-bit motorcycle cart gives you more speed and more detailed graphics than anything before. Steep jumps, hairpin turns, and 11 bruising opponents combine at killer speeds to make you feel like you're really flying over the racecourses. Mud slicks, tire tracks – even the dirt on the road is so realistically rendered that you practically taste the track when you take a tumble. If you're into rough-house racing, pure and simple, this is your game. If you're more interested in weird power-ups and cows that walk across the racecourse, try another cart.

**Publisher**
Sega

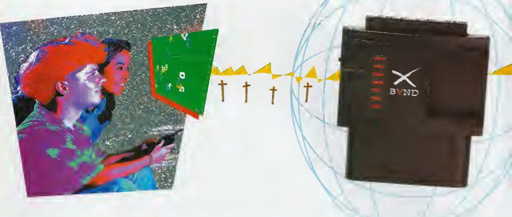
**Controller**
3-Button

**Players**
1 or 2

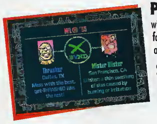
## Hot Hints

- Try to clear multiple jumps at once.
- Check out the tricks you can pull in the air. Tap and hold Button A during a jump, or press the D-Pad Up, then press it a second time and hold.
- You can ride off-road for long stretches, but get back on track as soon as you see one of the bigger road-side obstacles. You can't go around them when you're off the course.
- Hit any racers within arm's reach, but don't go out of your way to land a punch. You'll only lose time.
- Cutting corners is perfectly legal.
- To avoid the tight pack at the start of the race, delay a fraction of a second, then move to the outside.
- The Super Bike is the fastest, but also the most difficult to handle.

# Stop Playing

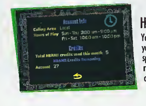



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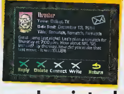

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Between games, **keep in touch** with other players using **X-Mail**, the on-line message system. This is how you'll set up game times, rehash the last battle and share secret moves and gaming tips. Then check out the two newspapers for upcoming tournaments, the **Top Ten Player** lists and the latest in gaming and entertainment news.

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codescan: Alpha 17



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# TEMPO

## HIP GRASSHOPPER GROOVES ON 32X

Dancemaster T is on the scene. He's mean. He's green. He's a hopping machine. Look out, 'cuz *Tempo* for Genesis 32X from Sega is going to rock you to Rhythmia and back with tons of color, scaling bosses, amazing movement in the backgrounds, and some seriously solid game play. On a one-player jam through seven wild levels of three stages each, Tempo takes on King Dirge and his henchbugs while boogying to a major mix of rock, rap, and funk. You've just got to wonder – could this guy be related to George Locust (or maybe Dennis Hopper)?



### E-Mail Wars

KB: HERE'S TEMPO [illegible] YOUNGER GROUP. K[illegible]

RR: NO PROBLEM. LOOKS [illegible] GAME [illegible] THROUGH AND [illegible] KNOW.

### Later

RR: [illegible] THOUGHT [illegible] WELL WITH OLDER GAMERS AS WELL. [illegible] COLOR, GREAT ACTION IN THE BACKGROUNDS, FUN AND FUNNY GAME PLAY (WITH TONS OF STUFF TO LOOK FOR), AND MUSIC THAT KICKS *#$! AM GOING TO WRITE THE PIECE [illegible] AUDIENCE, OK?

[illegible] SHOOT IT [illegible] YOUNGER MARKET. WE'RE TALKING ABOUT A SWEET, CUTE, CUDDLY GRASSHOPPER WHO DANCES HERE. I CAN'T IMAGINE A HIP-HOP GRASSHOPPER GOING OVER WELL WITH THE POST-GRUNGE MARKET [illegible]

RR: [illegible] 32X. [illegible]'S ONE OF [illegible] GAMES I'VE [illegible] ON [illegible] NEW SYSTEM SO FAR. WHEN [illegible] GAME COMES OUT I'M GOING TO [illegible]

[illegible]

RR: FEELING [illegible] TODAY [illegible]



Use the funny yellow fellow to warp from region to region.



Enemy in your way? Give 'em a kick.



Stop to dance when you get a boogie in your pants. (We know grasshoppers don't have pants...you get the idea.)



The flower is your continue marker. Lose a Tempo, and you restart here.



Climb, Tempo, climb.



Bounce off a treble clef to get Tempo's Cartwheel rolling.

### HOT HINTS

There are often important power-ups high overhead. Figure out how to get to them.

Bop eight enemies quickly one after another to gain an extra life.

Free the big flower from its ice prison (your continue marker) to open new areas or get extra energy.

Collect the headphones to completely replenish your energy.

When you find the record in its sleeve, try the three different covers to figure out which does what.

When doing the Cartwheel off a treble clef, you can continue spinning until you run into a stationary object. Use your jump button to avoid them.



**Publisher**
Sega

**Controller**
3-Button

**Players**
1



# You Are What You Eat

## Stuff You Should Know

The bite of a zombie is poison. Get bit, and you're doomed to become one of them, hungering for a hunk of human flesh. Unless you can find the rare antidote. Well, Lieutenant, you've been bitten, and time ain't on your side. Your men have been captured. And Dr. Hellman is about to release a zombie army on the world. Unless you can stop him. Welcome to Cay Noir, the island locale of *Corpse Killer* for Sega CD 32X from Digital Pictures. Digital's latest full-motion-video release, *Corpse Killer* offers a mix of Interactive Movie Adventure and intense Shooting using the control pad, a Sega Menacer, or the American Laser Games Gamegun. If you are trigger-happy and enjoy the thrill of a good B movie, take a white-knuckle grip on *Corpse Killer*.

Your role is simple. To quote Winston, "You pull da trigga." When holed up at the graveyard, you can scan information on everything about Cay Noir and its residents, pick quests, save games, and send zombies back to the grave. Then, send some more zombies back to the grave. All roads eventually lead to Hellman's fortress. The potion that will cure your zombie bite is hanging around his neck. If you don't stop him, you'll become one of the undead, and you might wind up as a sprite wandering around as Menacer fodder on someone else's CD 32X. And that is a fate worse than death. *Corpse Killer*. It'll kill ya.




**Cheeseburger In Paradise**

Maybe you can't get one, but with all the zombies out for a taste of your hide, you might feel like one. This is Cay Noir, as seen on your Datapod. Each time you complete a quest, you're given a new assignment, such as getting Armor Piercing (AP) shells or Datura plant.

Julie wants you to take her into zombie territory so that she can get the scoop on Project Manpower.

**U Will Love This Game If...**

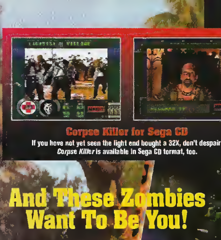
You've always wanted to be in a good B movie. Toasting tons of zombies makes you scream for joy. You know what Foo-pah means (ask Winston).

**Publisher**
Digital Pictures

**Controller**
3-Button, or 3-Button controller with Menacer or Gamegun (recommended)

**Players**
1

MATURE AGES 17+

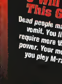
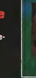



## Corpse Killer for Sega CD

If you have not yet seen the light and bought a 32X, don't despair. *Corpse Killer* is available in Sega CD format, too.

## U Will Not Love This Game If...

Dead people make you projectile-vomit. You like games that require more than a little brain power. Your mommy won't let you play M-rated games.

Winston's quests involve salvaging old pirate treasure so that he can buy a Hummer ORV.



Find Datura, and Winston gives you the choice to make Datura-coated bullets or to restore your health: death or breath.

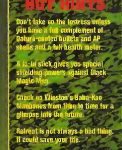
# And These Zombies Want To Be You!



Help! You've been caught in a tree and a zombie thinks your leg is a KFC drummie. Don't worry. Be happy.



Dem bones, dem bones, dem...man-bones? Winston rolls 'em if you ask.



Black Magic Men can be killed only with Datura-coated bullets. Each time they hit, you lose four points of health.

## HOT HINTS

Don't take on the fortress unless you have a full complement of Datura-coated bullets and AP shells and a full health meter.

A ju-ju stick gives you special shielding powers against Black Magic Men.

Check on Winston's Baba-Koo Mambones from time to time for a glimpse into the future.

Retreat is not always a bad thing. It could save your life.



Zombies of all types usually attack in hordes. Each squeeze of the trigger fires a three-shot burst. Rapidly press the trigger to get a faster rate of fire.

## I and I, and I, and I...



### Magliano

He's one of your best men. You get to watch, via Hellman TV, as he is turned into an undead soldier.



### Dr. Hellman

"You are not here on R & R, Lieutenant. You are here to blow my brains out!" Or so he says. Hellman's a kook who's turned all your men into zombies. Your job is to take him out.



### Winston

This wily Rastafarian has a deal for you. He'll be your taxi and guide on Coy Noir if you help him get to pirate treasure so that he can buy himself a new Hummer.



### Julie Barnes

An ambitious journalist, Julie wants the scoop on a secret government plan to give the U.S. a zombie army. Seems the plan has gotten out of hand, and she wants to tell the world about it ...and get her own talk show.





THIS!

# Body Piercing: The Transylvanian Method

Fail to save Kelly on the stairs at 19:57 in the Entry, and you find that Tony really bites. Literally.

Dana Plato, star of the eighties sitcom "Diff'rent Strokes," is the big name in this B-movie-style title. Sunglasses, Dana, sunglasses.

NIGHT TRAP

## Sega CD 32X Brings You Cold-Blooded Fun

Controversy. Congressional hearings. *Night Trap* sparked it all. For a time this B-movie-style pair of discs sure got the attention. Now you get to play *Night Trap* as it was meant to be, on the Sega CD 32X from Digital Pictures. You get tons of color and a much bigger video window, and you can now see those who roam the night (and their intended prey) with greater clarity and detail than ever before. This one-player game requires split-second timing and rocketlike reflexes – the key is that you get to see your efforts pay off with amazingly lifelike action. Stop the Martins and their pet Augers before they slurp someone's precious bodily fluids again.

| | |
|---|---|
| **Publisher** | Digital Pictures |
| **Controller** | 3-Button |
| **Players** | 1 |

MATURE M AGES 17+

## Original Sega CD Vs. Sega CD 32X

Original Sega CD

The original version in the Kitchen.

Sega CD 32X

The 32X game in the Kitchen. Check out the difference in detail.

Original Sega CD

Capturing an Auger in the original.

Sega CD 32X

The 32X version's video window is enormous compared with the original's.

## Hot Hints

Tap Start to pause the game each time you move from room to room. This will save you a few important ticks of the clock.

The first Code Change is announced in the Entry area at 05:40.

Don't watch the intro at the start of the game. You lose precious seconds. Immediately punch Start and head for Hallway 1.

You must have captured ten Augers by 08:47 and 26 by 13:42 to continue.

The second Code Change is discussed in the Living Room at 08:59.

Don't watch the byplay in the various rooms (unless you get a kick out of living dangerously). Always be on the lookout for Augers. It might help you if you pause and note where you've found them and when.

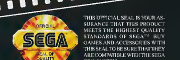
Senators hate it! You'll love it!




Action/Role-Playing!
CD Animation!

Three Characters.
Two Outlaws.
One Serious Mess.

Over 2 hours of dialogue!
The ultimate SEGA CD™!









# HOVERCRAFT FROM HADES

# SURGICAL STRIKE

On your feet, soldier! Listen up! You're the point man in *Surgical Strike* for Sega CD. You man the controls of a Hovercraft armed to the hilt with Gatling gun, missile launcher, lock-on sights, and more. With a squadron of secret-task-force soldiers, you're on a mission to navigate and blast your way through three slaughterhouse stages overflowing with tanks, terrorists, and a sniper in every window. This battle sim combines the 360-degree action of a *Battlecorps* with the military objectives and cross-hair precision of a *Tomcat Alley*. You need strategy smarts, quick reflexes, and a stomach made of steel. There's no room for yellow-bellies in this winner-takes-all covert operation.



## Hot Hints

When you can't target in time, you'd better turn.

Don't try to leave town. It's certain death.

Constantly check your map for your sense of direction, but only when you're not in immediate danger.

When you come to a dead-end, make a U-turn, posthaste

Plan your route on the map before entering the battle field.

The town square is the building in the middle of the road. Go around to the right side and attack!

Snipers away!

The heavily guarded town square is in visual range.

Be careful you don't stick around and ogle too long, or you face a permanent out-of-body experience.

These guys don't look like they wanna make nice. You'd better let 'em down easy!

**Publisher**
Sega

**Controller**
3- Button

**Players**
1

NYR



# Dungeon Explorer

## Crawl Before You Run

Dungeon crawls are the stuff legendary hero games are made of, and Sega is bringing one of Hudson Soft's hot new ones to the Saga CD with *Dungeon Explorer*. Inveterate crawlers will feel like they've picked up their favorite sword and returned to familiar territory. The object is to rescue the Goddess of Ambition from one of the towers. The game play is all overhead view, with projectile-throwing weapons, dozens of dungeons, tons of towers, and chests to smack open at every turn. Seven paths lead out of town, each to dungeons and towers with many, many levels. Because *Dungeon Explorer* is a CD title, expect voice and suitably dramatic dungeon-danger music. Look for more on *Dungeon Explorer* in future issues of *Sega Visions*.

**Publisher**
Sega
**Controller**
3-Button
**Players**
1
NYR

# Lords of Thunder

## Gale-Force Shooting

There's a fierce storm brewing on your Sega CD, and its name is *Lords of Thunder*. Get ready to rock while you fire in this RPG-style Shooter from Sega, because it packs some massive metal, in every sense of the word. You're the sole survivor of a dynasty of knights, and a mystical suit of armor is their legacy. Equipped with weapons that harness air, earth, wind, and fire, you must battle a horde of invaders intent on digging up a buried god to cloud your homeland in darkness and plague. An inventory of bombs, crystals, and other weapons rewards skillful battle. A hard-driving sound track sets the frenzied tone. And a host of mechanical dragons, Viking fleets, and fire-spitting vermin lie in wait. Do you have what it takes to quell the Lords of Thunder?

**Publisher**
Sega
**Controller**
3-Button
**Players**
1
NYR


CLEANING GEAR
GAME GEAR
Cleaning Gear. Works better than your mother.
Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
Gear-to-Gear. Two Players. Same Game.
Game Gear. Got one?
if it's not SEGA ...you lose
SEGA Game Gear - Extras.


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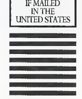
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Every year a school of dolphins drives a massive school of fish into the harbor of a remote African village. Why? Because they want to.

The Atlanteans left the history glyphs to commemorate Ecco's first adventures. Sonar them to plunge into 3-D-rendered cinematic sequences.

This large sea worm wants to eat you, but you can use it to your advantage if you sonar it into the rock barrier.

Here Ecco begins his journey into the sky, using the water tubes that connect earth and sky. Notice that evolution has dealt dolphins a fair hand.

In the Hungry Ones level, don't touch every single metasphere you find.

When you're in shark form, the only way you can get oxygen is by swimming back and forth, taking in oxygen from the water itself.

Look for a pulsar in each level. Sonar it to add a four-way sonar attack to your abilities. Press Button A twice to use the attack.

If you sonar teleport rings in the 3-D levels, they disappear.

Sometimes to escape the enemy, you must become the enemy. Use Ecco's charge attack to emit poisonous bubbles at the deadly Vortex stomach creatures.

Ecco. *The Tides of Time* for Sega CD immerses you in 3-D animation like you've never seen. Brilliant rendered graphics and digitized sounds from the deep bring the undersea world to life. Game play takes you through mysterious skies and on travels through time. Forty huge levels of aquatic action and puzzles stand between Ecco and a future that could destroy the harmony of the sea. Anyone who appreciates state-of-the-art special effects and intricate game play should dive into the underwater world of *Ecco: The Tides of Time.*

## UNDERWATER MOVIES

*Tides of Time* gives you more of what you played *Ecco the Dolphin* for. New features include history glyphs, which celebrate Ecco's original adventures. Each glyph recounts a high point with 3-D computer-rendered full-motion video. Sonar these glyphs for a total of 16 minutes of animation created just for CD gamers. You also get real dolphin and whale sounds and mesmerizing music in 3-D QSound™. The only way to get undersea adventure more real is to jump into the tank at the local marine park. And you never know what's gonna eat you there.

**Publisher**
Sega

**Controller**
3-Button

**Players**
1

HOT HINTS

# FAHRENHEIT™ Crispy Critters




...smells like gas. Help Washington pry ...door with a power-up.

The voice screaming for help in the rec room is just the TV. Don't waste time poking around there.

Getting lost – and fried – is all too easy in the slumlord's labyrinthine hotel.

Pay attention to your team ... the hotel, or this is the last thing you'll see.

Oops.

Fight fire with fire...er...firefighters. Sega's *Fahrenheit* for Sega CD puts you in the boots of a rookie rescue specialist who sees more action in one game than most firefighters see in months. As the decision maker of Station 13 (that's right – the rookie's calling the shots), you must guide your team through three blazing infernos to save lives, remove hazardous materials, prevent grand-scale explosions, and outsmart a brilliant professor. One wrong move, and everything – including you – goes up in smoke.

Your first assignment: Rescue a teenage girl from a house engulfed in swirling flames. Every room you search threatens to burn to a crisp with you in it. Hazards like kerosene and leaking gas stand in your way. Open the wrong door, and a scorching backdraft blows you back 50 feet. Waste time retracing your steps in the mazelike house, and you're out of oxygen. If you come out alive, it's out of the frying pan and into more fire.

*Fahrenheit's* strong points are blisteringly realistic live-action video and sound effects that'll have you running for water. If you've ever been fascinated by fire, *Fahrenheit* will make your bones glow.

**Publisher**
Sega

**Controller**
3-Button

**Players**
1

TEEN




You can't hurt this guy till your hero whacks him with a special sword.

Once your lead character has been promoted, his Bolt spell can give a broader, more effective attack.

**Publisher**
Sega
**Controller**
3-Button
**Players**
1

# CD Sets the Stage for
# assive, Magical Mission



The biggest, most deadly chapter of the celebrated Shining Force series has come home on Sega CD. Fans of Genesis versions of these games will be delighted to rediscover Shining Force's lightning-fast combat and magic systems but surprised to encounter a new, more battle-intensive game style.

## When Darkness Cloaks Two Kingdoms

This far-reaching saga of sorcery and sword play starts when a forbidding party of ambassadors from the kingdom of Cypress visits Anri, the queen of Guardiana. They present her with a gift. When she opens it, however, a viscous black fog escapes, casting her into an eternal sleep. The ambassadors escape, and a team of seasoned soldiers is dispatched to battle the evil forces of Cypress and revive the queen.

When the soldiers fail to return, a young team of adventurers, led by a silent and mysterious soldier of fortune, sets sail to settle the matter. As you guide them in their travels and encounters, you unravel an intricate plot that outlines the origins of this mysterious warrior, the evil machinations that have enslaved two kingdoms, and the secrets of an ancient and awesome weapon.

## Solid Shining Strategy

Unlike the Genesis versions of Shining Force I and II, Shining Force CD takes the adventurer on a much more linear tour of the magical lands of Cypress and Guardiana. The game emphasizes combat strategy and character development over exploration, leading you from battle to deadly battle rather than asking you to sniff out every nook and cranny of the landscape.

The story line actually combines the plots of four different Game Gear versions of Shining Force, two of which have never been seen in this country. The result is four massive books that will test the mettle of the most seasoned hack 'n slasher.

*Shining Force CD* strikes a superb balance between the strategy and character development of traditional RPGs and the nonstop battle strategy that most gamers crave. It's the kind of epic that will keep you slinging spears and spells hour after enchanted hour.

WENDY has suffered 5 poi

Wizards are more vulnerable to heavy attacks. Keep them protected by your tougher characters.




Equip your fighters with the most effective weapons you can afford.






Take out Woldol as soon as you can. His Demon Breath spell is devastating.

## Hot Hints

The Healing Rain is very expensive, but it's the best magical weapon available for the bigger battles. Buy as many as you can afford, and put them in the inventory of your strongest characters.

Make sure your Paladins are equipped with ranged weapons, such as Power Spears and Valkyries. These give you more flexibility in combat.

Retire your healers (Monks and Priests) in favor of Warriors as your party expands. You can always buy magical items to heal your troops.

If the bad guys have a Wizard in the ranks, avoid placing your characters next to one another. Some spells can damage many members at a time if your fighters are too close together.

If you want to build up the experience levels of your characters, use the Egress spell before the conclusion of a battle. This allows you to refight the battle when you return.

You can promote characters that have reached Level 10. Sometimes, however, it's better to wait until they reach Levels 13 to 15, when they're stronger.




# Apache: DEATH FROM ABOVE

Attention, armchair fighter pilots: *Midnight Raiders* is flying onto your Sega CD from Sega, the folks who made the mother of all aerial combat adventures, *Tomcat Alley*. *Midnight Raiders* does for helicopters what *Tomcat Alley* did for jets. This cinematic follow-up packs in 80 encounters, including air, land, and gun-to-gun combat. It also serves up dizzyingly realistic full-motion-video flight sequences and enough gizmos and gadgets to please the Tom Clancy set. Just one thing's missing. You have to bring your own air-sick bag.

## Midnight Raiders Screams on 32X

If you think *Midnight Raiders* on Sega CD looks hot, check out the speed on the 32X. This version also gives you graphics so realistic you'll feel the heat at Shaqqir's plant. Please wipe down the equipment when you're done.

## HOT HINTS

In Hard mode, let Sparks shoot down the first chopper. This gives you one extra missile to fire later.

In the chemical plant, don't get caught without ammo. Get to know which terrorists don't shoot you, and reload when they appear.

If Stryker says "tank ahead" very casually, position the cross hair in the lower-right corner to target the large SAM tank. Bombs away!

During an approach, if you see a rocky desert background with two caves at the top of the screen, position the cross hair in the extreme upper-left corner, and prepare to shoot a very small tank rolling to the left.

This game has no saves or passwords, so leave yourself plenty of time to play.

## The Midnight Team

**Dr. Mensch**

Your rescue target is the professor with the goofy German accent. The infamous Al Shaqqir is holding Dr. Mensch hostage in a chemical plant in the desert.

**Joker**

This slightly distracted, overconfident rookie gunner is you. He laughs in the face of danger...most of the time.

**Grimsby and Addams**

Colonel Grimsby's not only an old guy in uniform – he's your boss. The guy on the left is Addams, a government official with a major attitude.

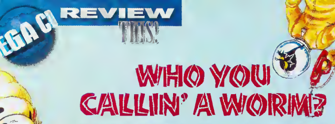
**Publisher**
Sega
**Controller**
3-Button
**Players**
1

TEEN

MIDNIGHT RAIDERS DOES
FOR HELICOPTERS
WHAT TOMCAT ALLEY DID
FOR JETS.

Things are heating up in the chemical plant but the mission is far from over.


Play Magneto. Only on SEGA!
MARVEL COMICS
X-MEN 2
CLONE WARS
Extreme style! The real Marvel® comic characters swing into action to stop an evil DNA disaster. But the Cloning Factory is no match for Cyclops' awesome optical powers especially when he gives 'em the eye!
Magneto-mania! Only SEGA™ lets you live the adventure with the highest number of playable characters ever-including Magneto! Has this villain finally turned hero?
Draw your claws! Play as Wolverine–or any of seven different X-Men® and watch your mutant powers come alive! The only thing sharper than your adamantium claws is your pure animal instinct!
GAME GEAR
GENESIS
X-MEN 2
CLONE WARS
SEGA™
SEGA
NOW AVAILABLE! MARVEL COMICS®' X-MEN®: GAMESMASTER'S LEGACY™ on SEGA™ GAME GEAR™




# WHO YOU CALLIN' A WORM?

## Sega CD Gets Award-Winning Game Play

HOMING ROCKETS

There's a new weapon in your trials against the Queen, worm-boy. It's called the Homing Rocket. You get three of them for every little rocket icon picked up. Let one loose, and it chases down the nearest enemy and blasts it to smithereens.

NEW IDLE ANIMATIONS

And you thought Jim already had bunches of wait-state moves at the ready. Add two more to the list. In some levels he pulls his head into the suit and comes out as either Elvis or Groucho.

Run, don't crawl, to your local vendor of disk-based bait, 'cuz *Earthworm Jim Special Edition* is coming to your Sega CD from Interplay. Why would you want this dirt-eating, pink-sectioned, slime-ridden wearer of robotic suits in your Sega disc spinner? The answer is simple. This worm is bigger and better. You get another world, a new intro, redesigned levels, new bonus areas, more hidden stuff, a clamored-for password save, digital music from Tommy Tallarico, tons more voice, and a great new fully animated ending. And you wanted to know why. Shows how much you know about invertebrates. Ingrate. Who you callin' a worm, anyway?

### PURELY ANNELIDICAL ACTION

Those who've already played Sir Segmented's other game on the Genesis are going to be more than pleasantly surprised with this version. The developers rearranged the levels to give this one a fresh new feel. Things are no longer where you expect them to be. Each time you complete a level, you get a password. The bonus levels add more challenges and goody collection to your annelid-based Action, and Big Bruty, the new world, lets you learn the dangers of teasing big beasties up close and personal. Can you say chomp?

### THIS AIN'T BAIT AND SWITCH, BUBBA

It's for games like this that you purchased your Sega CD. From the terrific penciled animation intro to the ending dedicated to one of the greatest cartoonists of all time, *Earthworm Jim Special Edition* reeks of quality. The new arrangements of the Jim voices, sounds, and tunes add digital-stereo joy to your every wriggle. If you haven't played this game yet, you're in for big award-winning fun. Take the bait, dirt-breath. This is a whole new can of worms.

LOADING

How's your animation trivia knowledge? The ending is in honor of the creator of Screwy Squirrel.

**Publisher**
Interplay
**Controller**
3-Button
**Players**
1

GA

GROOVY!

PASSWORD TO SKIP PAST THIS LEVEL

At the end of each round you collect a password so that you can continue without replaying the level you've just beaten.

## HOT HINTS

Save your Homing Rockets for when you really need them by attacking enemies with your Worm Whip.

Keep your eyes open for sparkling areas. You can swing from your worm when you whip them.

The Head Helicopter sometimes gives you the extra jump distance you need.

If you already have nine lives (the max) leave any extra lives alone. That way, if you die and come back, you can collect them when you need them.

Use your weapon in short bursts to conserve ammo.

Your time is unlimited, so search carefully for paths to goodies you can see but can't seem to reach.

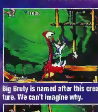
## JIM'S NUDE!




When you flush through the new toilet warp in the first round, you find yourself without the britches you weren't born in. The signs say it all. If you decide to take the Stud path, go to the deep left when launched into the air. You'll find an extra life, which you're gonna need. This path means certain death for all but the most talented gamers.



## A NEW WORLD NAMED BIG BRUTY



Big Bruty is named after this creature. We can't imagine why.

When fighting the Bees, don't bother using your gun unless you're packin' Homing Rockets. Instead, Worm Whip the pointy-nosed buggers into submission.

To get his attention, get close. As he starts to move toward you, hightail it out of there. Otherwise he'll be flossing his big teeth with your leg.



In the areas with the teeter-totter, taunt Big Bruty toward you and quickly position yourself on the seesaw. When he arrives, you'll launch properly.

Get Bruty's attention and jump to the overhead rope, pulling your butt up behind you with the D-Pad. He'll dash past and open the way for you.

If you move fast enough, you can grab the ring and drop Bruty through this trapdoor.




# HIGH KARATE

## FIRST LIVE-ACTION MARTIAL ARTS ON SEGA CD

# SUPREME WARRIOR

The faster you connect while the foot or hand prompt is on your screen, the more powerful your attack.

Don't use your hands or feet unless you are fairly sure of connecting. Random swinging tires you out.

Each fighter has a particular vulnerability.

Fang Tu requires a whupping, and you're just the gamer to do it.

### PLAY TIPS

When an opponent is close, kicks don't work.

Start out by choosing Apprentice mode. Otherwise, you'll be pulped like a grapefruit before you can say Indian River.

When you defeat a warlord, you collect a Special Power. Use it when you hear the appropriate audio cue – for Wind you hear wind, for Earth you hear boulders, and for Fire you hear a rattle.

Punches are useless at a distance.

Counter each of the warlord's Dirty Tricks with one of seven Special Skills earned in your battles with the bodyguards. It may take a while to figure out which works against what.

Welcome, wanna-be warrior. There is a time for peace and a time for battle – and this ain't the time for peace. Use the power of your fists and feet to restore the balance between good and evil in *Supreme Warrior* from Digital Pictures for the Sega CD. This realistic Interactive Movie has you breaking heads as a kung fu fighter in a China ruled by depraved warlords. Earn and learn the moves to take on their leader, Fang Tu, and recover the power of the mask – if his bodyguards and warlords don't bust you a new body cavity first. *Supreme Warrior* gives you bunches of special moves, adjustable skill levels, and 12 dangerous opponents in a game filmed entirely on location in Hong Kong. Actual martial arts champions play your enemies.

**Publisher**
Digital Pictures

**Controller**
3- or 6-Button

**Players**
1

MATURE

### These Guys Don't Do R & B

Earth

Wind

Fire

You must defeat three warlords before you can take on the dreaded Fang Tu.

# MORE devastating than any MORTAL could imagine.




The NEW Eternal Champions on Sega CD.
The game other fighting games would kill to be.

Eternal Champions on Sega CD brings back the original nine, plus four blistering new fighters.
There are also four extra-heinous ways to finish off your enemies: Enhanced Overkill, Sudden Death, Vendetta and Cinekill.™
An all-new Tournament Mode pushes your skills to the absolute limit.
Mortal? Be Eternal.















CALL 1-800-771-3772 FOR GAME RATING INFORMATION


GENESIS
SNEAK PEEK
ASPHALT ABRASION AT 180 MPH
ROAD RASH 3
WORLD WARRIORS
Let's see. .you're doing 180 MPH and the car is moving at a stately 55.. so the difference is 125MPH That energy has to go somewhere You figure it out
Busted! There are lots of new ending animations for arrests. In this one, you tried to get away from nice Mr.Traffic Control Officer and he sicced his dog on you.
The cops are getting smarter. Here they're using the landing skids of a police helicopter to knock you off your bike at speed so that the motorcycle flatfoot can bust you.
MESSAGE TO THE BRAIN-DEAD
We really don't have to tell you that doing this live and in person is about as sensible as bobbing for apples in a giant blender, do we?
The Bike Shop offers everything from lowly Rat Bikes to souped-up Super Bikes. All you need is cash. Races offer prize money. 'Nuf said?
C'mon Thumper. It's time to climb on to the two-wheeled rocket, get out a Louisville Slugger, and leap into Road Rash 3: World Warriors from Electronic Arts for the Genesis. With new weaponry, races around the globe, questionable new ways to get out of debt, and cops employing all-new rasher-nabbing techniques, this one- or two-player title gets in the saddle and wails. You haven't lived until you've injected the nitrous at 160-plus MPH and turned a corner to end up face to face with a star-tied zebra. It just makes you wonder if they make tubes of medicated ointment big enough for this Rash.
Publisher
Electronic Arts
Controller
3-Button
Players
1 to 2
NYR
Not Yet Rated

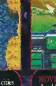
PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV™




















# IF YOU DON'T HAVE EYES IN THE BACK



# OF YOUR HEAD, YOU'RE DEAD MEAT.

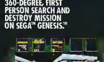
SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

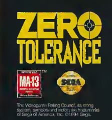
IF YOU AREN'T, YOU'RE DEAD MEAT.

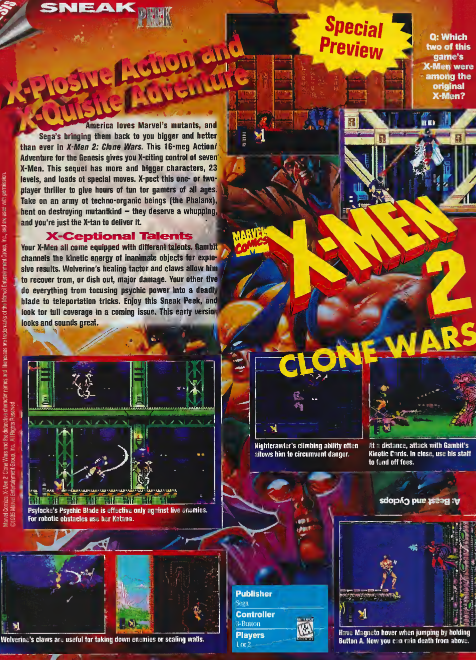


THE FIRST 3-D, 360-DEGREE, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA™ GENESIS.™










# X-Plosive Action and X-Quisite Adventure

America loves Marvel's mutants, and Sega's bringing them back to you bigger and better than ever in *X-Men 2: Clone Wars*. This 16-meg Action/Adventure for the Genesis gives you X-citing control of seven X-Men. This sequel has more and bigger characters, 23 levels, and loads of special moves. X-pect this one- or two-player thriller to give hours of fun for gamers of all ages. Take on an army of techno-organic beings (the Phalanx), bent on destroying mutantkind – they deserve a whupping, and you're just the X-tan to deliver it.

## X-Ceptional Talents

Your X-Men all come equipped with different talents. Gambit channels the kinetic energy of inanimate objects for explosive results. Wolverine's healing factor and claws allow him to recover from, or dish out, major damage. Your other five do everything from focusing psychic power into a deadly blade to teleportation tricks. Enjoy this Sneak Peek, and look for full coverage in a coming issue. This early version looks and sounds great.

Nightcrawler's climbing ability often allows him to circumvent danger.

At a distance, attack with Gambit's Kinetic Cards. In close, use his staff to fend off foes.

A: Beast and Cyclops

Psylocke's Psychic Blade is effective only against live enemies. For robotic obstacles use her Katana.

Wolverine's claws are useful for taking down enemies or scaling walls.

Have Magneto hover when jumping by holding Button A. Now you can rain death from above.

**Publisher**
Sega
**Controller**
3-Button
**Players**
1 or 2



Get a Grip!
The galaxy's newest superstar
is only on SEGA!
Ristar™
Have 'em seeing stars! Stretch your long elastic arms and head-butt space enemies before they star-dust you!
Swing out! You've got to save seven different planets, so there's no time to hang out! It don't mean a thing 'til you start to swing!
GAME GEAR
GENESIS
Ristar
Meet 'em and feed 'em! To save the planets you'll have to get past this guy-and the only way to his heart is through his stomach! Keep those pizzas coming!
Only on Sega™ Genesis™ and Game Gear™!
Reach for the stars on Game Gear! Ristar may be new at the superhero biz, but he's got attitude to spare-not to mention a universe to save!
SEGA™





# DEADLY CLAWS, MUTANT TERROR

# WOLVERINE

MARVEL COMICS

It's a game of lunar dodgeball. You're it.

Chill this Arctic helicopter with attacks to the cockpit, the front gun, or the side guns.

Are Wolverine's memories real or implanted?

X-fans remember Wolverine's debut as the would-be assassin of the Hulk. They've followed his career as a Ninja in Japan and a Canadian secret agent. Now Logan's got his own Genesis game in *Wolverine: Adamantium Rage* from Acclaim. He suspects that his memories are implanted; the X-team's most notorious enemies may be responsible. To get past them, he uses his trademark slash and kick moves, along with some new martial-arts maneuvers.

The game play is tough, with little margin for error. It's also a bit repetitious. As for graphics, Wolverine looks suitably fearsome. And the rock tunes might just whip you into a rage.

**Publisher**
Acclaim Entertainment

**Controller**
3- or 6-Button

**Players**
1

## Interrupting the Power Supply

Give the laboratory's power generator a few swift kicks to burn it up.

This disables the force field intermittently. Run for it when the current flashes off.

## HOT HINTS

Don't waste time pursuing health power-ups that you don't need. The clock is always ticking.

Back enemies into corners to weaken their attacks.

Can't see a way out? Look for a lever to kick.

Take 'em out on both sides with a double-spike attack: Press Buttons B and C together.

Move quickly once you've eliminated enemies. They return if you linger.

## Legion of Evil

**Deathstrike**
Like Wolverine, she's got Adamantium claws that can tear through metal.

**Shinobi Shaw**
This inveterate X-enemy can pass through solid objects.

**Fitzroy**
If this mutant catches Wolverine, he'll drain him of his life force and use it to open portals through time.

**Elsie Dee**
This fetching little android delivers a lethal hug.

# Addictive Incendiary fun!

# MEGA BOMBERMAN™

There's a boss waiting at the end of every level in the Normal game. Offer him some megatonnage.

Bomb the other guy and take his stuff. This is the ingeniously simple premise for Sega. Considered one of the best multiplayer games of all time, this explosive one- to four-player title is now available for your Genesis. Just wander around leaving bombs behind, unveiling goodies, collecting power-ups, and blasting the other little bombers to oblivion. Toast them before you eat a flame pill, and you win. Sounds easy? Yeah, right. Invite three other players to join you. This title causes riots (and tournaments).

### RIDING A LOUIE

Yes, *Mega Bomberman* is also a one-player game. In Normal mode you go through five levels, blasting blocks, flaming enemies, collecting puzzle pieces, and bombing bosses. In single or multiplayer Battle mode, you get your choice of ten stages with gizmos from conveyor belts that transport your bombs to missile-firing penguins. Through all of this, if you hop on an egg, you can pick up a Louie. There are five types of Louie to ride, each protecting you from a single explosion. Whether you go multiplayer or play by yourself, *Mega Bomberman* is going to live in your Genesis. It isn't just habit forming; it's a blast.

### A Few Power-Ups



Get an Egg, and you hop on one of five faithful steeds from the Louie family.

Collect Firepower to increase the distance of your blast.



The Bomb Boot lets you kick bombs for attack and defense.

The Remote Control gives you the ability to detonate your bombs at need.

### Tips for One Player

Open all the soft blocks before leaving an area. There's often stuff you'll need.

Get the Remote Control. Being able to detonate bombs at will makes this tough game much easier.

Think before you bomb. If you are about to open an area and let an enemy out, figure out how to kill it quickly before bombing.

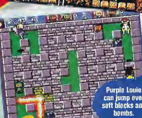
### Multiplayer Tips

Work away from other bombers and quickly collect as many power-ups as you can.

Always bomb the skulls.

Learn to use each of your stages and power-ups against the other bombers. Come out kicking, multi-bombing, riding your Louie and using his talent, and doing things like dropping piles of bombs-down trapdoors.

Choose from nine personalities for each computer-controlled player in Battle mode. They all use different offensive and defensive tactics.



Purple Louie can jump over soft blocks and bombs.



In the Europe stage in Battle mode, kicked bombs turn corners to follow the arrows.

**Publisher**
Sega

**Controller**
3-Button

**Players**
1 to 4 (with Team Player)

GAME GEAR REVIEW THIS!

## TERRIFIC GAME GEAR FIGHTING — NOT JUST FOR KIDS

# MIGHTY MORPHIN POWER RANGERS

The Story Game pits the Rangers against all those rotten space aliens.

Use a Special Attack to launch an energy pulse with your DragonZord.

# RANK ON RITA

Take on ruthlessly rotten Rita Repulsa and her hideous horde with five talented teens in *Mighty Morphin Power Rangers* tor the Game Gear from Sega. Pound the snot out ot everything trom the Putty Patrol to the massive Nasty Knight in this power-filled portable. With three types of action – Story (seven rounds of alien-whupping joy), Versus (choose your tighter and wall on computer-controlled opponents), and Link (go toe-to-toe with a human enemy using Gear-to-Gear capability) – there's plenty ot thumb-bruising to-go world saving in this Special Attack-tilled Fighter. "Power Rangers" may be the top-rated kids' show worldwide, but it offers enough serious action tor even the most jaded experienced gamer. Dogging aliens has never been so tun.





"YOU LAZY WORMS WHO DARE TO OPPOSE ME SHALL SOON LEARN THE EXTENT OF MY POWERS!"

Wreck Rita Repulsa's plan for world domination by wailing on her minions.

Red Ranger is the fastest fighter of your colorful characters.

Blue Ranger's Spear keeps enemies at bay.

Give King Sphinx a serious slashing with Mega-Zord's sword.

## HOT HINTS

Double-tap Toward to Dash toward your opponent.

Double-tap Away to Evade danger.

Hit Buttons 1 and 2 simultaneously to launch an Extra Fierce Attack or Throw from within grapple distance.

Each Ranger has three Special Attacks. Press Down and then Toward while hitting Button 1, Button 2, or Buttons 1 and 2 simultaneously to put the major hurting on your opponents.




Projectile weapons are Yellow Ranger's specialty.

**Publisher**
Sega

**Gear to Gear?**
Yes

**Players**
1 or 2

GA




MARVEL COMICS
X-MEN®
GAMESMASTER'S LEGACY™
ON SEGA GAME GEAR™!
The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!
Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.
Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.
GAME GEAR
X-MEN
GAMESMASTER'S LEGACY
SEGA
COMING SOON! MARVEL COMICS' X-MEN® : CLONE WARS on SEGA GENESIS™




Howdy, gamers! At Sega Visions, we always do our best to avoid making the magazine too big to fit in your tired, controller-blistered hands — as a result you get a section called Fast Takes. Here we give you the gist about current and coming games in a highly informative yet smaller form. Just think of Fast Takes as an energy bar instead of a seven-course meal. Chomp. Gulp. Burp (excuse us). You still find out what the game is about, you get to see the graphics in a couple of screen shots, we toss you a few hot hints to help you on your way, and we even give you ratings from our game-glutton crew of reviewers.

The games are rated in five categories. You get a collection of little black-and-white Sonic noggins (even tiny, this guy is still cool) to let you know how the titles stack up. The higher the number of really small hedge-heads, the better. You can interpret them like this:

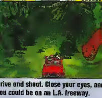
| | |
|---|---|
| Staggeringly Swell | 5 Sonic heads |
| Seriously Swell | 4 Sonic heads |
| Swell | 3 Sonic heads |
| Sorta Swell | 2 Sonic heads |
| Swill | 1 Sonic head |

SEGA CD

## Cadillacs and Dinosaurs

Remember the cartoon "Clutch Cargo?" Cardboard, nonanimated figures hopped around on the screen, with human lips dubbed in for the voices. The stylish intermission graphics of *Cadillacs and Dinosaurs: The Second Cataclysm* from Rocket Science bring back memories of that childhood classic, without the lips. But the game is basically just another Shooter. The game is best with two players — one steers and the other shoots. Can you save a ravaged world from a second cataclysm? In a mint '53 Cadillac, you can do just about anything!

The intermission graphics have a gritty, hand-colored, art-comic feel.

Drive and shoot. Close your eyes, and you could be on an L.A. freeway.

**HOT HINTS**

- ✔ Don't damage dinosaurs. If you do, you lose time on the Destructo clock.
- ✔ Look for power crystals lying on the roads. Run them over to repair damage to the Caddy.
- ✔ Hold down the trigger button for a bigger blast.

Publisher: **Rocket Science**
Players: **1 or 2**
Rating: **MA-13**

| | |
|---|---|
| Graphics | 5 Sonic heads |
| Sound | 3 Sonic heads |
| Controls | 3 Sonic heads |
| Challenge | 3 Sonic heads |
| Overall Fun | 3 Sonic heads |

SEGA CD

## Shadow of the Beast II

The box calls it "nonstop battle action with perplexing puzzle solving." We found it just perplexing. In *Shadow of the Beast II* from Psygnosis, a side-scrolling Puncher, you must rescue your baby sister from the clutches of the Beast Lord. This time, you don't have the powers of the Beast to draw upon. Or do you? The game has great graphics and sound, a compelling story, a slow interface, and run-of-the-mill play. You can use a weapon left or right, kneeling, standing, or jumping...that's it. You end up with a title that is suited for older players who get more out of graphics and story than out of their interaction with the game.

The Beast Lord has your sister. Tickle, tickle...

It takes only a hit to clear out these wimps. Try to grab a spear.

**HOT HINTS**

- ✔ Search out chests. You need the gold to buy an ax.
- ✔ Keep track of your conversations with NPCs. They provide clues to what you must do next.
- ✔ Aerial enemies can plague you to death if you ignore them.

Publisher: **Psygnosis**
Players: **1**
Rating: **MA-13**

| | |
|---|---|
| Graphics | 4 Sonic heads |
| Sound | 4 Sonic heads |
| Controls | 2 Sonic heads |
| Challenge | 4 Sonic heads |
| Overall Fun | 3 Sonic heads |

## SEGA CD

# Trivial Pursuit

Question: What board game made a feeble leap to Sega CD early this year? Answer: *Trivial Pursuit* from Parker Brothers. The problem is, the game doesn't know whether you answer correctly or not. You're on your honor to tell the game whether you were right or wrong. (Other quiz-type games have you key in your answer or play multiple choice, so you can't cheat.) Access times are slow. On the plus side, you get some cool multimedia extras, like photos, voice-overs, film clips (why is there so much Eddie Murphy?), and the possibility to lie like a champion. If that's enough for you, check it out. Otherwise, buy some more cards.

The questions range from familiar to downright weird.

As for the answers, you're on the honor system.

**HOT HINTS**

- ✔ Choose Fast mode for straight question-and-answer with no board game.
- ✔ If you land on the center hexagon, you can choose your question from any category.
- ✔ Comedian Chevy Chase's given name was Cornelius.

Publisher: **Parker Brothers**
Players: **1 to 6**
Rating: **KA**

Graphics
Sound
Controls
Challenge
Overall Fun

## SEGA CD

# NFL Football Trivia Challenge

Quick. Which team won Super Bowls in '75 and '76? What Eagle tied the season record for most fumbles returned for a touchdown in 1991? Test your knowledge of factoids like these in Capitol Multimedia's *NFL Football Trivia Challenge*. It works best with two players, who try to score touchdowns with correct answers. Photos, film clips, and the voices of Pat Summerall and Tom Brookshire accompany the questions. A little strategy is involved — at fourth down, should you punt or try another question? With speedy disc access and 1,500 questions, this one should take any pigskin buff to hog heaven.

Play as any team in the AFL or NFC at Rookie, Veteran, or Pro level.

Drawing a blank? The photo might trigger your memory.

**HOT HINTS**

- ✔ Sometimes the visuals that accompany a question hand you the answer on a silver platter.
- ✔ Go for the obvious answer. The Houston Oilers play in...Houston.
- ✔ A Pro can play a Rookie.

Publisher: **Capitol Multimedia**
Players: **1 or 2**
Rating: **GA**

Graphics
Sound
Controls
Challenge
Overall Fun

## SEGA CD

# Compton's Interactive Encyclopedia

Ever see a volcano erupt up close? Explore a floating house in Indonesia? With *Compton's Interactive Encyclopedia* for the Sega CD, you can visit, see, and listen to just about anything, anywhere. It delivers more than 5,000 photos, 30 videos, 34,000 articles, and a ton of noises that range from JFK delivering a speech to a heart beating. Every article from the book version of the encyclopedia is intact, with multimedia add-ons that bring topics to life. If there's one drawback to this CD, it's that many of the photos and movies are of poor quality, not to mention really, really old.

Journey to faraway places, like the ocean floor.

Listen to the actual voice of Martin Luther King, Jr., deliver the "I Have a Dream" speech.

**HOT HINTS**

- ✔ You can access all related sounds, photos, and movies from an article.
- ✔ Look up Electronic Games for info on why they're good for you.
- ✔ Play the Mosquito noise over and over at full blast to harass your roommate.

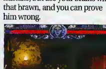
Publisher: **Compton's NewMedia**
Players: **1**
Rating: **GA**

Graphics
Sound
Controls
Challenge
Overall Fun

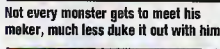
## SEGA CD

# Mary Shelley's Frankenstein

You're not a monster, you're just misunderstood. That's what you have to convince the townsfolk in *Mary Shelley's Frankenstein* from Sony Imagesoft. This Sega CD Action/Adventure combines clips from the film with inventory-based gaming, puzzle solving, and some truly tame fighting. As the limping Creature, you search for clues to your existence, collect items that further your quest, and battle the narrow-minded villagers who stand in your way. Your creator considers you a vile mistake, but use your brains with that brawn, and you can prove him wrong.







Not every monster gets to meet his maker, much less duke it out with him.



Make nice and give the wolf a snack. He might lose interest in attacking you.

**HOT HINTS**

- ✔ Burn down the storekeeper's house by throwing hay on the candelabrum.
- ✔ Low punches have more reach than low kicks.
- ✔ Save before each fight and whenever you see tarantulas. They can sap your energy as fast as a full-size enemy.

Publisher: **Sony Imagesoft**
Players: **1**
Rating: **T**

Graphics
Sound
Controls
Challenge
Overall Fun

## SEGA CD

### Crime Patrol

It's time to take out the trash and clean up the city. Blasting law-breakers is the name of the game in *Crime Patrol*, American Laser Games' live-action, arcade-style Shooter for Sega CD. Using ALG's Gamegun (or a 3-Button controller), you neutralize lethal situations like gang warfare and a nuclear-power-plant takeover. *Crime Patrol* occasionally takes a bullet in the control department — sometimes you can see your shot land right on an enemy's head and not get credit for the hit — but the relentless gunfire and overacting make for game play that's enough fun to wet any gunner's police whistle.

Don't be fooled by this sleazebag. He's a quick draw.

Aim for this guy's right arm the instant you've dispatched the sniper on the balcony.

**HOT HINTS**

- ✔ Shooting an innocent bystander costs both of you a life.
- ✔ When you're facing the first two balcony snipers in the gang-warfare assignment, aim for the lower one.
- ✔ Reload at every opportunity by shooting at the floor.

Publisher: **American Laser Games**
Players: **1 or 2**
Rating: **M**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

## GENESIS

### Aero the Acrobat 2

Last year, Aero sent the evil Ektor's sorry butt sailing off a bridge. Was that the last of the ruthless industrialist? Not a chance. In *Aero the Acrobat 2* from Sunsoft, Ektor's back with a frightful new scheme, and Aero must once again don his red cape and spin-drill his nemesis into submission. He also learns some new tricks, like thrashing on a snowboard, hurling himself through a cannon, and squelching a factory of disco tunes. This game is packed with enough crazy contraptions, devious villains, and wacky new animations to satisfy every Aero fan.



Trapped in Ois's laboratory? Look for teleport pads like this one.



Cannonball yourself to the level exit. Press Down to squeeze yourself in, then press B on the third pulse of the cannon.

**HOT HINTS**

- ✔ If you can't see a way to a power-up, there might be an invisible platform.
- ✔ Collect all four letters in Aero's name to play Ektor's lucrative shell game.
- ✔ Win an extra life by tallying up an average of 80 percent of the enemies, stars, and food in one stage.

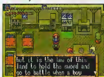
Publisher: **Sunsoft**
Players: **1**
Rating: **GA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

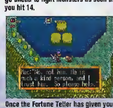
## GENESIS

### Crusader of Centy

Think of *Crusader of Centy* from Atlus as an RPG with training wheels. It's not new or loaded with hot anime graphics. The sprites are reminiscent of the old Sega *Wonder Boy* series. The puzzles and challenges are as much physical as they are cerebral, and not all too tough at that. But it is fun. The button commands are easy to master, the interface is kept simple, and the story line is geared toward a 14-year-old boy. This is also a good title for parents and kids to play together. And you can't say that about many RPGs these days.




In this town, you get a sword and the go-ahead to fight monsters as soon as you hit 14.




Once the Fortune Teller has given you animal speech, you can get the rabbit to help you jump, if you bring along your canine friend.

**HOT HINTS**

- ✔ Chop down grass in the training area to find coins.
- ✔ As soon as you have 20 coins, buy the power of sword throwing.
- ✔ You need all three medals to get the Holy Sword from the King.

Publisher: **Atlus**
Players: **1**
Rating: **KA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

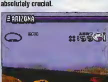
## GENESIS

### ESPN Speedworld

If Sony Imagesoft's *ESPN Speedworld* for Genesis were the only race cart around, it would be quite cool. It gives you single-race and full-season modes, 15 tracks, and all sorts of options in the garage. But compared with the abundant competition on the circuit, this one comes up short. The graphics are fairly pixelated, the controls are so-so, the tracks aren't terribly different from each other, and — most important — the speed isn't all that speedy. That said, this cart is still pretty fun to play, especially for strategists. How well you adapt your car to the track and how precisely you determine your pit-stop needs makes or breaks you.




Matching your car to your course is absolutely crucial.




Hug the curves to shorten your route and cut off your opponents.

**HOT HINTS**

- ✔ For sheer, uninterrupted speed, turn Damage off.
- ✔ Don't cut corners. You'll just lose time.
- ✔ Choose manual transmission for the most serpentine tracks.

Publisher: **Sony Imagesoft**
Players: **1 or 2**
Rating: **GA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

GENESIS

# The Great Circus Mystery

Oh no! Mickey and Minnie have gone to the circus, but everything in the tents is topsy-turvy. What's going on? To get to the bottom of *The Great Circus Mystery* from Capcom, these intrepid mice have to wear several hats — make that several complete uniforms. Against skeletons, you might need your cowboy duds, horse, and popgun. Up against a wall? Change into your mining attire and use your pickax to scale the barrier. In your investigation, you meet up with old friends like Goofy and Pluto. And throughout the game, you have to outwit your old enemy Pete, who's every bit as versatile as you.

Use your mining equipment to stay clear of the turtle boss's splashes.

Avoid Pete's reflection until he breathes fire. Then bounce on his head.

**HOT HINTS**

- ✔ Pick up gold blocks to see what's behind, then fling them at enemies.
- ✔ If you have the cash, buy a power-up or two at the General Store.
- ✔ For a dash over long gaps, choose your cowboy outfit, hold down Button A until you flash, then press A again

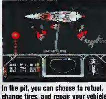
Publisher: **Capcom**
Players: **1 or 2**
Rating: **GA**

Graphics
Sound
Controls
Challenge
Overall Fun

GENESIS

# Newman Haas Indycar

Any race begins before the green flag. Just ask Nigel Mansell, the "star" of Acclaim's *Newman Haas Indycar*. You can customize your vehicle to the track, modifying transmission, stagger, wings, tires, camber, and more. When you (as Mansell) take to the track, though, the iffy controls could lurch you into a 180 MPH crash like the vertebra-crushing collision that took Mansell out of contention in 1987. You'll be hearing a lot of thuds as you smash into the sidewalls. The speed's not so hot either — this one's more for garage strategists than velocity freaks.



In the pit, you can choose to refuel, change tires, and repair your vehicle.



Get injured, and you're out. In two-player mode, the other racers continue under a yellow flag.

**HOT HINTS**

- ✔ Increase your Wings setting when your course is especially twisty.
- ✔ A black flag means you must immediately pit in or risk disqualification.
- ✔ If you get a "fuel low" warning in your final lap, don't pit in. You'll still make it to the finish line.

Publisher: **Acclaim Entertainment**
Players: **1 or 2**
Rating: **GA**

Graphics
Sound
Controls
Challenge
Overall Fun

GENESIS

# Syndicate

If you think doing your tax returns is complex, take a crack at *Syndicate* from Electronic Arts. This Adventure/RPG puts you in charge of cyborg operatives as you try to gain control of the world for your crime syndicate. The game suffers from the intricacy of the button combinations needed to direct its many features. While the story line is cybercool and offers a wide variety of play, getting into the game is a complicated task. If you're into strategy games where you assume micro-control of your players and surroundings, this is a good title for you. But if you're easily frustrated, try something different.

You get to construct your agents before sending them out on missions.

Sometimes it's best to team up agents and destroy your enemies with a withering blast of gunfire.

**HOT HINTS**

- ✔ Press Button A and Start to have all your agents operate together.
- ✔ Sell the weapons you collect to keep your cash reserves.
- ✔ In a bind? Go into Panic mode by pressing Buttons A and B together.

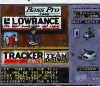
Publisher: **Electronic Arts**
Players: **1**
Rating: **MA-13**

Graphics
Sound
Controls
Challenge
Overall Fun

GENESIS

# TNN Bass Tournament Of Champions

It's a hawg! If your dreams involve working a jig and pig through heavy cover, welcome to *TNN Bass Tournament of Champions* by American Softworks. You fish one of six lakes in a number of weather conditions. At your disposal are rods, reels, boats, and lures. While the fishing is a hoot, some of your catches are pure fantasy — eight-pound smallmouths are common, and any savvy bass buster knows that just ain't so! Still, it beats cleaning gutters when the lake is closed. Just don't eat your bait.




The tackle store carries enough licensed gear to make even Bill Dance drool with envy.



While the action is pretty good, the fish graphics aren't enough to make you swallow your Red Man.

**HOT HINTS**

- ✔ Let the lure sink to the fish's level before reeling it in.
- ✔ Always buy the best, when you can afford it.
- ✔ Get too close to shore, and you lose your lure in a tree.

Publisher: **American Softworks**
Players: **1**
Rating: **KA**

Graphics
Sound
Controls
Challenge
Overall Fun

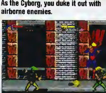
GENESIS

## The Death and Return of Superman

Relive the most shocking event in comic-book history as you fight an underworld of mutants and thugs in *The Death and Return of Superman* from Sunsoft. You begin the game as Superman, battling Doomsday and his band of cretins. But no matter how well you fight, Doomsday lands a lethal blow. In Superman's absence, four impostors appear, each with Superman-like qualities and devastating moves. Playing as multiple superheroes is cool, but the punch-and-walk action gets a little repetitious.



As the Cyborg, you duke it out with airborne enemies.



Trick Molotov into throwing a cocktail at another enemy by getting close, then flying out of the way.

### HOT HINTS

- ✔ Throw enemies at each other. Approach one, then press Button B.
- ✔ The first time you fight Doomsday, corner him at the right of the screen.
- ✔ Knock enemies out of spacecraft with a flying leap: Press Button C, then B.

Publisher: **Sunsoft**
Players: **1**
Rating: **MA-13**

| Category | Score |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Controls | 4 |
| Challenge | 3 |
| Overall Fun | 3 |

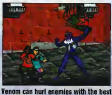
GENESIS

## Maximum Carnage

Who's the greatest vermin of them all? Put Spider-Man and Venom to the test in Acclaim's *Maximum Carnage*. At key points in this Action/Adventure, you choose to fight the nefarious Carnage's crew playing as one superhero or the other — chunks of the story line turn on your decision. You also tap into the powers of a pantheon of comic-book heroes like Morbius and Deathlok. Other than that, it's just your routine side-scrolling punch-and-kick-fest, with a few extra swinging and slinging moves. Marvel Comics freaks will love the large sprites, but the game play falls short.



Make extensive use of your web against Lizzie and Oana. If you rely on close-range attacks, they'll get you with their lethal hair flips.



Venom can hurl enemies with the best of them. Nice pose, big guy.

### HOT HINTS

- ✔ Thrown objects usually inflict more damage than your fists can.
- ✔ Grab health power-ups quickly. They fade away if you don't snatch them
- ✔ When harassed by multiple bad guys, consider a scissor kick. Be warned, though: It drains your energy.

Publisher: **Acclaim Entertainment**
Players: **1**
Rating: **MA-13**

| Category | Score |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Controls | 4 |
| Challenge | 3 |
| Overall Fun | 3 |

GENESIS

## Shaq-Fu

You knew he could dunk, pass, and shatter the backboard. And you may have seen him act (or try). But did you know that he also flings Urikin, swings a mean Inferno Kick, and dukes it out with 11 otherworldly sickos one on one? In *Shaq-Fu*, Electronic Arts' new Fighting game, basketball's big bald guy faces down hellish opponents who are armed with moves as fast and bizarre as anything out there. Try Sett's Mummy Wrap or Mephis's Lightning Jaw, and you'll see what we mean. The graphics are fluid, and the speed, which is adjustable, is top of the line. Hard-core Fighting fans will flip.



Blow 'em away with Kaori's Cyclone. Press Down, Away, and Button C.



Either Beast has gone overboard with the garlic or he's lobbing a Spitfire. Exhale the flames by pressing Down, Toward, and Button B.

### HOT HINTS

- ✔ Steam your enemy with a Taunt. By pressing Button X.
- ✔ Nezu's most powerful attacks are long-range.
- ✔ Unevenly matched opponents can equalize the odds by adjusting the Handicapping meter.

Publisher: **Electronic Arts**
Players: **1 or 2**
Rating: **MA-13**

| Category | Score |
|---|---|
| Graphics | 5 |
| Sound | 3 |
| Controls | 3 |
| Challenge | 3 |
| Overall Fun | 4 |

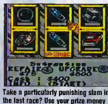
GAME GEAR

## U.S.H.R.A. Monster Truck Wars

Welcome to redneck territory. Where the food is greasy, the sheriff is corrupt, and *U.S.H.R.A. Monster Truck Wars* from Acclaim is the Game Gear title of choice. Hop in a big, mean vehicle and run roughshod over everything in your path. That includes rows of parked cars ripe for crushing, oil slicks, nitro and cash power-ups, and of course your opponents. There's not much variety among the racecourses, but the obstacles are challenging and the crunching sound effects will rattle your bones. So spit out that chaw and smash some chassis, bubba.



Screw up your opponents' alignment by ramming them into parked cars.





Take a particularly punishing slam in the last race? Use your prize money for repairs.

### HOT HINTS

- ✔ Spend $100 to maximize your nitro even before your first race.
- ✔ Squeeze by the banks of parked cars instead of crushing over them to reduce damage to your vehicle.
- ✔ Placing well is more important than picking up cash along the track.

Publisher: **Acclaim Entertainment**
Players: **1**
Rating: **GA**

| Category | Score |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Controls | 2 |
| Challenge | 2 |
| Overall Fun | 2 |



neglecting certain body parts?
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# Get Your Claws on Some Killer Controllers

## Sega's Coolest Combo-Controller Contest




### Monstrously Good Prizes

Everyone knows that cool controllers make all the difference when you're playing superchallenging games like *Eternal Champions Special Edition*. So if you want to be a contender for a killer controller, carefully complete the captions as capriciously as you can, and send 'em in. It's that simple. Enter now or face major defeat! We'll pick the funniest (we're big on funny), the most original (we applaud uniqueness), and the most bizarre (we luv strange). If yours wins, you'll get one of these hot Sega Seal of Quality–approved controllers – sure to improve your game-play performance. Which one? We'll surprise ya.

### Rules! Rules!

1. No purchase necessary. Contest is void where prohibited.
2. To enter, please fill out the official entry form (or a photocopy of it), bundle it up with your entry, and zip it off to the address on the form.
3. All entries must be postmarked by April 30, 1995. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Mutilated or illegible entries will be disqualified.
4. The prize for each of the winners will be either a Remote Arcade System or a 6-Button Arcade Stick. A total of 25 prizes will be awarded. The odds of winning depend on the number of entries received. Cash will not be awarded in lieu of stated prizes. Winners are solely responsible for all applicable federal, state, and local taxes.
5. Winners will be selected on May 5, 1995 by the editors of *Sega Visions*. The decision of the editors is final. Winners will be notified by mail. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.
6. This contest is open to all residents of the U.S., Puerto Rico, and Canada except employees of Sega of America or its affiliates and their immediate families.
7. For a list of winners, send a self-addressed envelope to Cool Combo-Controller Contest, P.O. Box 3899 Redwood City, CA 94064.

### Official Entry Form

**Complete the information requested below on this entry form (or a photocopy of it), and mail it with your captions to Sega Visions, Cool Combo-Controller Contest, P.O. Box 3899, Redwood City, CA 94064.**

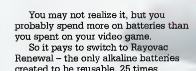
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# Wrestling That Ain't Rigged

## WARM-UP

So you thought all those big-time wrestling matches were fixed. Well, they're not when you're at the controls of Acclaim's *WWF Raw* for the Genesis. Leaps off the turnbuckles, out-of-the-ring body slams, and dozens of flashy special moves are all part of the game. Choose from 12 real superstars of the ring and deploy their trademark maneuvers, like Doink's suffocating Whoopee Cushion and Bam Bam Bigelow's Head-Butt off the ropes. This is no-holds-barred action with a seriously theatrical flair. Whether you play by the rules or knock out the ref, you get enough wild moves to put those dancers on the Academy Awards to shame.

PUBLISHER: **Acclaim Entertainment** PLAYERS: **1 to 4**
CONTROLLER: **3- or 6-Button**

## Tussle with Hustle

Hone your skills in a classic One-on-One match. Master the basic knee-drops, stomps, and pins. Once you've flexed those muscles, pile on the competition in modes like Tag Team, which pits two against two, and Survivor Series, which doubles the team sizes. For some grand-scale tournament action, slam it out in Raw Endurance mode, which matches as many as six wrestlers against as many opponents in a fast-and-furious series of matches, or Royal Rumble, which throws up to six wrestlers in the ring at one time.

*WWF Raw* is somewhere between a Sports game, a Fighting game, and an all-out melee. The sprites are a little small, but when you can wail on your opponent with the water bucket outside the ring, who's complaining?

Beware of opponents waiting outside the ring in Tag Team matches – they may get in on the action a little early.



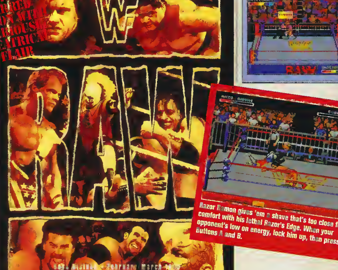
Turn 'em into a king-size pool cue with Bret Hart's Sharpshooter. When your opponent is knocked down and low on energy, walk to his feet and press Buttons A and B.



Settle it outta the ring. Wail on your opponent with the water bucket while you're at it.

Splash 'em when they're down. From behind your fallen foe, press Button B.

NO-HOLDS-BARRED ACTION WITH A SERIOUSLY THEATRICAL FLAIR




Razor Ramon gives 'em a shave that's too close for comfort with his lethal Razor's Edge. When your opponent's low on energy, lock him up, then press Buttons A and B.

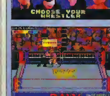
## TIPS

- When the ref is out of commission, gouge your opponent's eyes by pressing Buttons A and B.
- Ring the bell with the other guy's head by locking him up outside the ring, then pressing Button A to hurl him into the bell.
- Opponent charging you? Use his momentum against him by pressing Button B.
- When you're on the mat, roll away from your opponent, then press Button C to get up.

## Wrestling on The Move

If you can wrestle outside of the ring, you know you can take the action off the couch. *WWF Raw* for Game Gear goes anywhere you can. Choose from ten grapplers and nine modes of play. Just one thing — no grunting in public, please.



# More Cheats, Tricks, and Hidden Characters




Warren Moon now playing for da Bulls! At the initiel screen, place your cursar aver U, then tap Start and Button C simultaneausly. Next, plece your cursar aver W, then tep Button A, B, ar C. Lestly, plece your cursar aver the blenk, and hit Start and Button A simultaneausly.

## TIPS

- ✔ Always follow your shot in. That way you are already in place for the rebound.
- ✔ Shot accuracy increases in the last three seconds. If you're down (but close), wait until the clock is under that mark before you shoot.
- ✔ Win the tip-off by tapping Shoot constantly as the Matchup screen starts to fade.
- ✔ Go for the Powered Up Defense. With this cheat you can goaltend at will and get knocked down a lot less. Tap A, B, C, B, C, A, and Up at the Matchup screen.
- ✔ Steal like crazy by using Powered Up Intercept. Tap Up, Down, Left, Right, Up, Down, Up, and Down at the Matchup screen.
- ✔ Play permanently On Fire by tapping C, B, C, B, C, B at the Matchup screen.

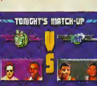
## WARM-UP

Talk about heat! This one's literally on fire. *NBA Jam* for Sega CD from Acclaim gives you two stars from each of the NBA's 27 teams, 54 of the biggest names on the court, and multiplayer action (with Sega's Team Player). With faster play, more hidden characters, an extended halftime show, full-motion animation sequences from actual NBA games, and true CD-quality sounds, this is for die-hard *NBA Jam* fans. Using the space of the disc-based medium, this one's bigger and better than the Genesis version but basically an elaboration on the cart game play that players have come to expect.

PUBLISHER: **Acclaim Entertainment**
PLAYERS: **1 to 4 (with Team Player)**
CONTROLLER: **3-Button**
GA




Haw about a hidden character nick-named Chow-Chow? At the initial screen, place yaur cursar aver the C, then tap Start and C. Next place your cursar aver the A, then press A, B, ar C. Lastly, plece your cursar over the R, end hit Start end C.




Feeling like e Weesel? At the initiel screen, place your cursor over the S, and hit A, B, ar C. Next place yaur cursar aver the A, and tap Start and A simultaneausly. Lastly, place yaur cursar aver the X, and hit Start and A egein.

## Juice Up Your Game

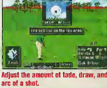
Ga undeteated egeinst ell 27 teems ta win the chempianship, and yau get to ga at 'em again with Juice made on (this speeds up pley substantially).

At the next Coaching Tip screen, you're given the cade tor Juice made so that you can use it anytime. Hit Up, Right, Down, Left, Button A, Button B, and then Button C at the Matchup screen.




# Get Tee'd Off!

## Better to Be Tee'd Off Than Tee'd On (Whatever That Means)



Adjust the amount of fade, draw, and arc of a shot.

## Punch, Chips... This Must Be a Party

Choose from eight golf courses, most of which play host to an actual PGA event. Three types of shot are available — normal, punch, and chip — and you can even adjust the amount of fade, draw, and arc of each shot before hitting it.

**Destroy Fuzzy Zoeller in a head-to-head Shoot-Out – talk about an ego boost for your average hacker.**

Get an Albatross? Use instant replay to view it again or store it for future viewings.

Does the 12th hole at River Highlands give you fits? In Practice Round, you can play any hole on any course in any order. But before teeing off, use the Hole Browser to manually view the hole you're about to play from top to bottom, tee to green. Or select Fly-by-Hole to have a PGA Pro give you a private tour.

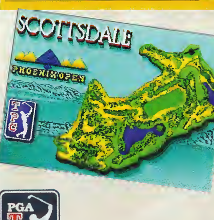
Check out your cumulative stats as well as those of the ten PGA Pros.

### WARM-UP

**Earn $45,000 on a six-foot putt. *Ker-plunk!* It's in the hole! *PGA Tour Golf III* from EA Sports for the Genesis gives you today's greatest golfers on some of the finest courses in the nation. One to four players battle shot for shot against digitized figures of ten of the most successful PGA-tour players today in five scenarios: Shoot-Out, Skins, Match Play, Tournament, or Practice Round. In Tournament play, 52 other honest-to-gopher PGA golfers join you to fill out the field. Destroy Fuzzy Zoeller in a head-to-head Shoot-Out – talk about an ego boost for your average hacker.**

PUBLISHER: **EA Sports** PLAYERS: **1 to 4 (with Team Player)** **GA**

CONTROLLER: **3-Button, TeeV Golf**




### TIPS

- ✔ Use the Take a Mulligan feature repeatedly while practicing a round to master a particular type of shot.
- ✔ During a tournament, study the course statistics to determine which holes are playing the hardest and which are the easiest. Adjust your game accordingly.
- ✔ Monitor the wind meter. The wind can be a foe or your best friend.
- ✔ Before teeing off, use the Hole Browser to locate the most advantageous landing area for your upcoming drive.
- ✔ Play conservatively when competing in Skins or Shoot-Outs against any of the ten pros. These guys don't make many mistakes!



The Hole Browser is great for examining a hole before you play it.

Now on the tee...Fuzzy Zoeller.




Tough shot ahead, but what a view!

**Q:** How many dimples does the average golf ball contain?
**A:** 492 (we counted).

Bruce Lietzke and his famous tall putter try to drop it in the cup.

# NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.

B - B - ⬆
*Funk Dunk*
*This one is very missable, so just hold on tight and hope your hands aren't too sweaty.*



B - A - ➡
*Sonic Boom*
*If you attempt this one and miss it, the embarrassment could be too much to recover from.*

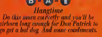




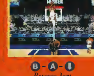

B - A - ➡
*Sledgehammer Dunk*
*Show that guard where this dunk got its name from.*





B - A - ⬆
*Hangtime*
*Do this move correctly and you'll be airborn long enough for Dan Patrick to go get a hot dog. And some condiments.*




B - A - ⬇
*Reverse Jam*
*Time this one right and Chris Webber will fly so high he'll show up on air traffic control radar.*






B - B - ⬇
*Stop & Pivot*
*You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.*



B - A - A
*Super Jump & Block*
*How many opportunities do you have to fake out an NBA star in front of 20,000 fans?*




A - A - ⬇
*Downtown*
*We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.*

NBA HANGTIME '95 IS THE MOST CHALLENGING GAME OF 2-ON-2 OUT THERE. YOU'VE GOT 39 DIFFERENT MOVES TO CHOOSE FROM, REAL PLAYERS LIKE HAKEEM OLAJUWON, PATRICK EWING, SHAWN KEMP, SCOTTIE PIPPEN, CHRIS MULLEN AND KARL MALONE, ALL 27 NBA TEAMS, AND ESPN 2'S "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED.

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